

My Chess Career by J. R. Capablanca



with an Introduction and Afterword by Irving Chernev

MY CHESS CAREER

by

J. R. CAPABLANCA

with a new Introduction and Afterword

by

IRVING CHERNEV

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INTRODUCTION TO THE DOVER EDITION

THE most exciting chess books I have ever read are Réti's *Masters of the Chessboard*, Alekhine's *My Best Games of Chess* (1908-1923), Niemzowitch's *My System*, Botvinnik's *Hundred Selected Games*, and Capablanca's *My Chess Career*.

These are books that promised to be thrilling from the very first page on. The moment I began to read *My Chess Career* I was spellbound by the story of Capablanca's triumphs and the manner in which he achieved them. Here was the tale of a real-life D'Artagnan, a handsome young hero who disposed of the most formidable opponents with consummate grace and ease—a master whose style seemed effortless but whose moves were the most powerful and accurate ever seen on a chessboard.

I will not deprive you of the pleasure of reading Capablanca's own account of his adventures—of his rise from a chess prodigy of four years old to that of leading contender for the title of "Champion of the World." But do let me tell you something of the magnificent games that he played.

I won't describe all the games, except to say that nearly every one in the book is a masterpiece. I have played them over dozens of times with increasing pleasure each time. If I had to select "My Ten Favourite Games" though (since picking the ten best of anything is a popular pastime), I would choose the following.

CAPABLANCA—CORZO

(Game No. 2, p. 9)

The highlights of this game are a brilliant sacrifice of the Queen, some sparkling combination play, and then a delightfully crisp ending. I consider this game to be the finest ever played by a chess prodigy, and I am mindful of every performance by Morphy, Reshevsky, Fischer and Petrosian. Played when Capablanca was only twelve years old, it is an impressive blending of strategy and tactics that would do credit to any master at any age.

CAPABLANCA—MARSHALL

(Game No. 8, p. 33)

This game is one of the great masterpieces in the literature of chess. Capablanca is at his best here in a marvelous display of midgame strategy. His own concluding comment on his achievement was, "Outside of the opening it would be difficult to find where White would have improved his play. It is one of my best games." To this statement, Reuben Fine remarks, "He was unduly modest."

MARSHALL—CAPABLANCA

(Game No. 10, p. 41)

One of the most instructive examples I know of in the art of exploiting a slight advantage in position. Capablanca shows how to extract a win out of so small an advantage as a majority of Pawns on the Queen side of the board.

CAPABLANCA—ALEKHINE

(Game No. 19, p. 94)

This was the first encounter between two masters who were destined to become World Champions, and so naturally results in a beautifully played game. Capablanca demonstrates how easy it is to win if one gets a grip on the black squares and then anchors a Rook on the seventh rank. After Capablanca makes his 22nd move, Alekhine's game simply falls apart.

BERNSTEIN—CAPABLANCA

(Game No. 21, p. 101)

After a deceptively quiet opening and midgame, there suddenly comes an offer of the Queen which may neither be accepted nor refused. This million-dollar surprise move must have swept Dr. Bernstein off his feet.

NIEMZOWITCH—CAPABLANCA

(Game No. 22, p. 105)

The notable feature of this game is a delicately played Bishop ending. It may be described in one word—magnificent!

CAPABLANCA—BERNSTEIN

(Game No. 24, p. 120)

The midgame combination play is astonishingly intricate, but it was less for this than the originality and artistry of Capablanca's long-range concept that gained him the First Prize for Brilliancy.

CAPABLANCA—MOLINA AND RUIZ

(*Game No. 26, p. 131*)

This game finds Capablanca tying his opponents up hand and foot, and then calmly starting a pawn (away over at the other end of the board) on its journey up to become a Queen.

CAPABLANCA—SCHROEDER

(*Game No. 29, p. 149*)

Another example of ju-jitsu technique on a chessboard. Here too, Capablanca displays his wizardry in rendering an opponent helpless, and then moving a Pawn up the board to the Queening square. The endgame is delightful, but to appreciate it fully one must note Capablanca's comment after Black's 27th move. The line which he prepared against his opponent's best play, though it did not occur, was impressive enough to obtain Capablanca a brilliancy prize for the game.

JANOWSKI—CAPABLANCA

(*Game No. 30, p. 153*)

This is chess on a grand scale. The action ranges over the entire board—the King side, the Queen side and the center. You will be impressed (as I was) by Capablanca's beautiful 10th move (whose subtlety will make you wonder), by the suddenly shifting attacks and by the artistic conclusion—a mate by the two Rooks.

It is no wonder that the great Emanuel Lasker once said, "I have known many chess players, but only one genius—Capablanca."

July, 1965
New York, N.Y.

IRVING CHERNEV

PREFACE

IF there be anything of greater interest than the records of the achievements of a man who has become great in his particular sphere of activity, it is the way in which his powers have developed. Given an insight into the different stages through which his mental development has matured, we are the better able to judge of the foundation and structure of his greatness. To the great masters of Chess does this apply as much as to those of any other pursuit, and it is strange that their careers have been so little dealt with from that point of view by writers on the game. As a rule we get little else than records of isolated instances of their skilful performances. Tournaments are held, matches take place, and the games played are published, studied and discussed, and masters are judged by their particular achievements on a particular occasion. Thus the important moment of development is lost sight of. Yet how much more important is the development of genius or talent than genius and talent itself. Talent well developed produces the master; train it badly or imperfectly and you have the "dilettante." Genius ill-trained will not reach its utmost powers; give it its proper development and you have — Capablanca.

In one way genius has the advantage over talent, that, in spite of obstacles, it will win through and assert itself. There is only one thing which will prevent its full expansion, and that is lack of education in the broader sense of

culture. The writer has had many opportunities of judging of the scope of Capablanca's reading and study outside the realm of chess, and he can safely assert that those people who imagine that the ambit of his mentality is chess, that he thinks chess, dreams chess and lives chess only, are hopelessly wrong. In fact, he devotes much less time to chess, I should say, than many an enthusiastic amateur. His interests are much broader and embrace history, art, music, science and sport, and I believe it is this wide range of thought which has given us in Capablanca something more than a chess technician.

This book then treats of the evolution of his art, if chess may be so called. Step by step we follow the master in his career and incidentally get glimpses of the man, and feeling that he is now at the height of his powers, one is almost tempted to ask how much further can mastery go.

Capablanca has been compared with Morphy, and that comparison has its justification when one considers the similarity in style of their play and the unusually early age at which they both commenced to develop. At the age of thirteen we find Morphy winning games from such a seasoned player as Löwenthal. At twelve Capablanca beat the champion of Cuba in a set match. At the age of twenty Morphy overcame Anderssen by 7-2 and 2 draws. At the same age Capablanca had beaten Marshall by 8-1 and 14 draws. At the same age Morphy won against all the masters who stood up to him, whilst Staunton denied him the opportunity of a match. In the same way at San Sebastian, the strongest tournament ever held, Capablanca gained a well-deserved victory, and Lasker also, when challenged in 1911, evaded meeting him in a match, although there was some hope of these Titans meeting

when the war broke out. Further comparison is almost impossible, and would only open the way to endless argument. If Morphy's superiority to all his contemporaries can perhaps be said to have been more definitely established, his task was undoubtedly the lighter, for in his time there were very few masters of what we should now deem the first rank. Granted that Morphy was far-famed for his "brilliances," on the other hand more opportunities for them presented themselves, because his opponents were comparatively weaker than those whom Capablanca has now to encounter. Still, whenever Morphy met a master possessed of some knowledge of positional play, he would win the game in a simple manner. As an instance, I need only name his match against Harrwitz; there was hardly a "brilliance" in the whole set of those eight games.

The mention here of "positional play," which should be placed in a class apart from "attacking play," suggests a subject of extreme importance for the consideration of chess-players, and one upon which much enlightenment can be gained from the study of Capablanca's games.

According to popular belief, the "positional" player is content to play for small tactical advantages, in order to win in the long run by numerical superiority; and the attacking or "imaginative" player thinks little of position, but devises grandiose, dashing and spectacular attacks in order to score an early victory.

Capablanca is often said to belong to the former class, and yet we find him winning brilliancy prizes in every tournament in which he takes part, and by means of most magnificent, deep and far-seeing combinations. The truth is, that a real player plays for such a position as is

bound to secure a win, and only then does he devise an attack which gets home in the quickest and most direct way. If then that way comprises an artistic combination and brilliant sacrifices, the "connoisseur" exults, for brilliance is combined with soundness and the result is a thing of beauty. The student will find that Morphy's brilliancies almost invariably occurred after positional superiority had been established. But to attempt an attack before that stage has been reached argues want of elementary knowledge, and can only win against inferior play. A combination embarked upon without justification by position is positively painful to the real artist in chess, and even more so if the venture succeeds. As we said before, sacrifices are largely a matter of opportunity. When Capablanca played a visit to the Argentine, every game he played in a long sequence of wins was won by him with a sacrifice.

Not the least interesting part of this book will be found in the notes to the games. Such thorough, accurate and authoritative notes are seldom to be found, and chess-players will look forward to further contributions to chess literature from the same pen, especially to Capablanca's treatise on chess, of which the first volume, "Chess Fundamentals," will appear next year. No doubt many points in Capablanca's practical play, at present beyond the understanding of many a strong player, will become clear; whilst after the third and last volume has appeared the riddle of his strength may be solved for all.

As regards the present volume, Capablanca has written it in an entirely objective frame of mind, and none but the unthinking will find in it a trace of conceit or self-laudation, which are entirely foreign to his nature. He

speaks of himself not as "a master," that were false modesty, but as "one of the greatest players in the world," and this rather denotes consciousness of his powers and says barely enough.

Besides, the book treats not of himself, but of the development of his playing strength. As such it is breaking new ground, and will, no doubt, provide an invaluable addition to chess literature.

Below I give a complete record of Capablanca's achievements in match and tournament play, and in public exhibition games against single or consulting masters or players of undoubted master-strength. Games played in private or won from inferior opponents are not counted.

TOURNAMENTS.

	Date.	Rank.	Won.	Drawn.	Lost.
New York	1911	2	8	3	1
San Sebastian*	1911	1	6	7	1
New York	1913	1	10	2	1
Habana	1913	2	8	4	2
New York	1913	1	13	0	0
St. Petersburg*	1914	2	10	6	2
New York	1915	1	12	2	0
New York	1916	1	12	4	1
New York	1918	1	9	3	0
Hastings	1919	1	11	1	0
GRAND TOTAL			99	32	8

* The two strongest Tournaments since Nurnberg, 1896.

MATCHES.

1909:—Capablanca, 8; Marshall, 1. Drawn, 14.

1919:—Capablanca, 5; Kostic, 0. Drawn, 0.

PREFACE

EXHIBITION PLAY.

	Won.	Drawn.	Lost.
St. Petersburg	5	0	1
Moscow	2	1	0
Kieff	1	0
Riga	1	0	0
Lodz	1	0	0
Berlin	4	0	0
Vienna	4	1	0
Buenos Aires	4	1	0
New York	3	1	0
	—	—	—
GRAND TOTAL	24	5	1

All the games, except those at Hastings, played under a time limit of 15 moves an hour, or 30 in the first two hours, and 15 moves an hour after that.

J. DU MONT.

LONDON, *December*, 1919.

AUTHOR'S NOTE

THIS book proposes to meet a general demand that I should tell the events and circumstances that have made me what I am to-day in the Chess World. In writing it I have endeavoured to tell the truth, what I think of certain games, positions and other things, at the risk at times of appearing extremely conceited to those who don't know me well personally. Conceit I consider a foolish thing; but more foolish still is that false modesty that vainly attempts to conceal that which all facts tend to prove.

I have not given any drawn or lost games, because I thought them inadequate to the purpose of the book. There have been times in my life when I came very near thinking that I could not lose even a single game. Then I would be beaten, and the lost game would bring me back from dreamland to earth. Nothing is so healthy as a thrashing at the proper time, and from few won games have I learned as much as I have from most of my defeats. Of course I would not like to be beaten at a critical moment, but, otherwise, I hope that I may at odd times in the future lose a few more games, if thereby I derive as much benefit as I have obtained from defeats of the past.

The notes I have written with great care, and I trust that no mistakes will be found, and that they will tend to clear up points which heretofore may have remained obscure. I also hope that they will be found both instructive and interesting, and that the book, as a whole, will meet

the approval of the legion of chess players throughout the world, and specially of the many friends with whose wishes I have tried to comply by lifting the veil of that which was never a mystery: "My Chess Career."

J. R. CAPABLANCA.

CONTENTS

PART I

CHAPTER		
I.	INTRODUCTORY	3
II.	THE MATCH WITH J. CORZO	6
III.	THE YEARS 1906-1908	15
IV.	THE MATCH WITH MARSHALL	26
V.	THE PERIOD OF EVOLUTION. THE SAN SEBASTIAN TOURNAMENT OF 1911	48
VI.	THE PERIOD OF TRANSITION	65

PART II

THE PERIOD OF FULL DEVELOPMENT

VII.	MY SECOND VISIT TO EUROPE	89
VIII.	UP TO AND INCLUDING THE RICE MEMORIAL TOUR- NAMENT	131
IX.	UP TO AND INCLUDING MANHATTAN CHESS CLUB MASTERS TOURNAMENT	159
X.	THE MATCH WITH KOSTIC AND THE HASTINGS VIC- TORY CONGRESS	171
CONCLUSION	186
AFTERWORD AND BIBLIOGRAPHY	189
INDEX TO GAMES	193

CHAPTER I.

INTRODUCTORY.

THE object of this little book is to give to the reader some idea of the many stages through which I have passed before reaching my present strength, and of my way of thinking nowadays when faced by a worthy opponent. No doubt it must be interesting to know how one of the strongest players in the world has obtained his strength, through what processes he has passed, his way of thinking when not yet developed, how his thoughts and ideas gradually changed until the present day, and whether or not these thoughts and ideas would still be capable of further development or changes. Apart from the psychological interest, there ought to be many points of practical value to those desirous of attaining a certain degree of proficiency in chess.

As I go along narrating my chess career, I will stop at those points which I consider most important, giving examples of my games with my own notes written at the time the games were played, or when not, expressing the ideas I had while the game was in progress. This will make the book different from all others, and I believe more interesting. At the end, if space permits, I will add some points that will be useful, principally to begin-

ners, but some of which may be also of value to more experienced players.

I was born in Habana, the capital of the Island of Cuba, the 19th of November, 1888. I was not yet five years old when by accident I came into my father's private office and found him playing with another gentleman. I had never seen a game of chess before; the pieces interested me, and I went the next day to see them play again. The third day, as I looked on, my father, a very poor beginner, moved a Knight from a white square to another white square. His opponent, apparently, not a better player, did not notice it. My father won, and I proceeded to call him a cheat and to laugh. After a little wrangle, during which I was nearly put out of the room, I showed my father what he had done. He asked me how and what I knew about chess? I answered that I could beat him; he said that that was impossible, considering that I could not even set the pieces correctly. We tried conclusions, and I won. That was my beginning. A few days after, my father took me to the Habana Chess Club, where the strongest players found it impossible to give me a Queen. About that time the Russian Master, Taubenhau, visited Habana, and he declared it beyond him to give me such odds. Later, in Paris, in 1911, Mr. Taubenhau would often say, "I am the only living master who has given Mr. Capablanca a Queen."

Then followed several years in which I only played occasionally at home. The medical men said that it would harm me to go on playing. When eight years old I frequented the club on Sundays, and soon Don Celso Golmayo, the strongest player there, was unable to give me a Rook. After two or three months I left Habana,

and did not play chess again until I returned. I was eleven years old then, and H. N. Pillsbury had just visited the club and left everybody astounded at his enormous capacity and genius. Don Celso Golmayo was dead, but there still remained Vasquez and J. Corzo, the latter having just then won the Championship from the former. In this atmosphere, in three months I advanced to the first rank. In order to test my strength a series of games was arranged, in which I was to play two games against each one of the first-class players. All the strong players took part in the contest except Vasquez, who had just died. The result proved that I stood next to the Champion, J. Corzo, to whom I lost both games.

CHAPTER II.

THE MATCH WITH J. CORZO.

SOME of my admirers thought that I should have a good chance of beating J. Corzo. They attributed my defeats to the fact that I had never seen a chess book and urged me to study. One of them gave me several books, among which, one on endings. I liked the endings and studied some of them. Meanwhile, the match with Corzo was arranged; the winner of the first four games — draws not counting — would be declared the victor. I began to play with the conviction that my adversary was superior to me; he knew all the openings and I knew none; he knew many games of the great masters by heart, things of which I had no knowledge whatever; besides, he had played many a match and had the experience and all the tricks that go along with it, while I was a novice. The first two games were quickly won by him, but something in the third, which was a draw, showed me that he had his weaknesses and gave me the necessary courage and confidence. From there on he did not win a game, and only scored five more draws before I won the four required. The victory made me, morally at least, the champion of Cuba. I was then twelve years old. I had played without any book knowledge of the openings; the match gave me a better idea of them. I became more proficient in the middle game and decidedly strong once the Queens were exchanged.

Of the games of the match I append two. They show the vivacious spirit of enterprise and combination proper in a youngster, but lack, naturally, some of the compact, machine-like force which characterises the games of the great masters. However, in one of them, I could not have carried the attack, even to-day, with greater force and efficiency.

Here are the two games.

GAME No. 1.

Hampe Allgaier Thorold Gambit.

White: J. Corzo. Black: J. R. Capablanca.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—Q B 3 | Kt—Q B 3 |
| 3. P—B 4 | |

Corzo knew my complete lack of book knowledge, consequently he tried repeatedly to play gambits of this sort where it would be difficult for me to find the proper answer.

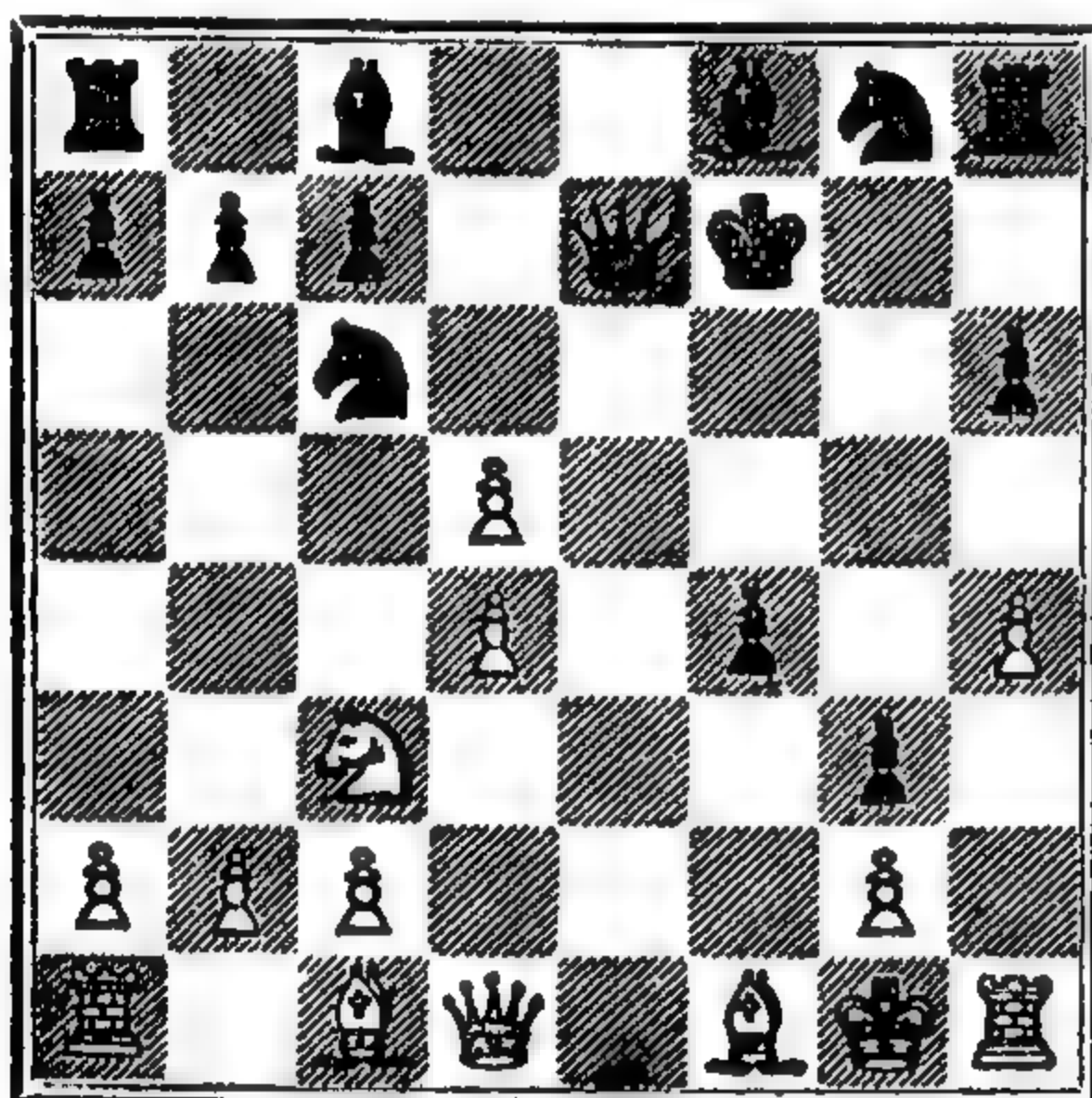
- | | |
|--------------|----------|
| 3. | P × P |
| 4. Kt—B 3 | P—K Kt 4 |
| 5. P—K R 4 | P—Kt 5 |
| 6. Kt—K Kt 5 | P—K R 3 |
| 7. Kt × P | K × Kt |
| 8. P—Q 4 | P—Q 4 |

Afterwards Corzo told me that the book recommended P—Q 3.

- | | |
|----------|----------|
| 9. P × P | Q—K 2 ch |
|----------|----------|

We had played this variation in a previous game, and Corzo had answered B—K 2 to this check. The game ended in a draw, but I should have won. Corzo analyzed the position and told someone that he should have played K—B 2. When I heard this I analyzed the situation myself and decided to play it again, as I thought that Black should win with the continuation which I put in practice in this game.

10. K—B 2 P—Kt 6 ch
11. K—Kt



11. Kt × P
12. Q × Kt Q—B 4
13. Kt—K 2 Q—Kt 3
14. Q × Q R P × Q
15. Kt—Q 4 B—Q B 4
16. P—B 3 R—R 5
17. B—K 2 B × Kt ch
18. P × B R × Q P
19. P—Kt 3 Kt—B 3

20. B—Kt 2 R—Q 7
21. B—R 5 ch Kt × B
22. B × R P—B 6
23. P × P Kt—B 5
24. B—K 5 R Kt 7 ch
25. K—B R—B 7 ch
26. K—K Kt—Q 6 ch
Resigns.

GAME No. 2.

(THE LAST GAME OF THE MATCH.)

Queen's Pawn Opening.

White: J. R. Capablanca. Black: J. Corzo.

1. P—Q 4 P—Q 4
2. Kt—K B 3 P—Q B 4
3. P—K 3 Kt—Q B 3
4. P—Q Kt 3 P—K 3
5. B—Kt 2 Kt—B 3
6. Q Kt—Q 2 P × P
7. P × P

When I see this game to-day I feel surprised at the good general system of my opening moves. I remember that I always played P—Q 4 with White, because in that way Mr. Corzo could not take such great advantage of my weakness in the opening. In this game I played very well so far.

7. B—Q 3
8. B—Q 3 Castles
9. Castles Kt—K R 4

- | | |
|-------------|-----------|
| 10. P—Kt 3 | P—B 4 |
| 11. Kt—K 5 | Kt—B 3 |
| 12. P—K B 4 | B × Kt |
| 13. B P × B | Kt—K Kt 5 |
| 14. Q—K 2 | Q—Kt 3 |
| 15. Kt—B 3 | B—Q 2 |
| 16. P—Q R 3 | |

To prevent Kt—Kt 5 and also to prepare the advance of the Q side Pawns. To-day I would have followed the identical plan.

- | | |
|--------------|-----------|
| 16. | K—R |
| 17. P—R 3 | Kt—R 3 |
| 18. Q—B 2 | Kt—B 2 |
| 19. K—Kt 2 | P—Kt 4 |
| 20. P—K Kt 4 | Kt—K 2 |
| 21. Q—K 3 | R—K Kt |
| 22. Q R—K | Kt—Kt 3 |
| 23. P × P | Kt—B 5 ch |
| 24. K—R 2 | Kt × B |
| 25. Q × Kt | P × P |

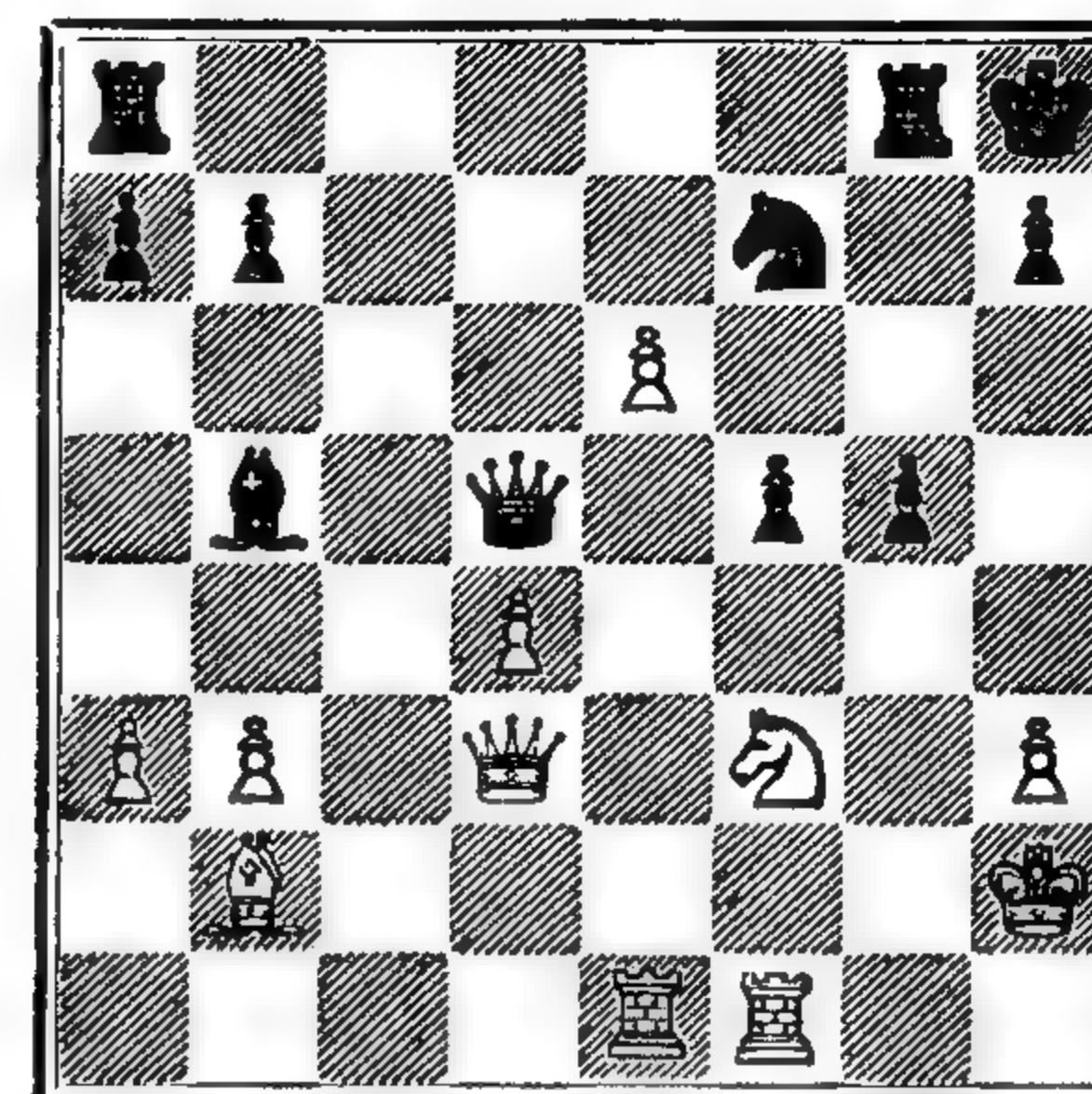
The play for position preparatory to an attack is one of the hardest taxes upon the mind of the master player. To-day, very likely, I would have done better, but nevertheless, all things considered, I did well, and now, in the deciding moment, I conceived a very excellent combination.

- | | |
|-----------|-------|
| 26. P—B 4 | Q—K 3 |
|-----------|-------|

I thought he would make this move, although Q—K R 3 would have given him a better chance.

- | | |
|-----------|--------|
| 27. P × P | Q × P |
| 28. P—K 6 | B—Kt 4 |

It is evident that if B × P, R × B



29. Q × B

To-day, very likely, I would simply have played Q—Q 2 and won also, but at the time I could not resist the temptation of sacrificing the Queen. At any rate, the text move was the only continuation which I had in mind when I played P—K 6.

- | | |
|--------------|---------|
| 29. | Q × Q |
| 30. P—Q 5 ch | R—Kt 2 |
| 31. P × Kt | P—K R 3 |

31.. R—K B would have been better. The game would then have proceeded as follows: 32 Kt—Q 4, Q × Q P (best); 33 R—K 8, Q × B P; 34 R × R ch, Q × R; 35 Kt × P and White should win.

- | | |
|------------|-------|
| 32. Kt—Q 4 | Q × R |
|------------|-------|

Best. If 32..Q—Q 2; 33. Kt × P, Q × B P; 34 B × R ch, K—R 2; 35 R—K 7, winning the Queen as Black cannot play Q × P on account of 36 B—K 5 ch, K—Kt 3; 37 R—Kt 7 ch, K—R 4; 38 Kt—Kt 3 ch, K—R 5; 39 R—B 4 ch, P × R; 40 R—Kt 4 mate.

33. R × Q	R × P
34. R × P	R × R
35. Kt × R ch	K—R 2
36. Kt—K 7	R—K B
37. K—Kt 2	P—K R 4
38. P—Q 6	P—Kt 5
39. P × P	P × P
40. B—K 5	K—R 3
41. P—Q 7	R—Q
42. Kt—Kt 8 ch	R × Kt
43. B—B 6	K—Kt 3
44. P—Q 8 (Q)	R × Q
45. B × Q	

The rest is easy. One remark I must add before closing that epoch of my career: considering my age and little experience this game is quite remarkable, even the end game was very well played by me.

45.	P—Kt 4
46. K—B 2	K—B 4
47. K—K 3	K—K 4
48. K—Q 3	K—Q 4
49. K—B 3	P—Kt 6
50. B—R 4	P—Kt 7
51. B—B 2	P—R 4

52. P—Kt 4	K—K 5
53. B—Kt 6	K—Q 4
54. K—Q 3	K—B 3
55. B—Kt	K—Q 4
56. B—R 2	K—B 3
57. K—Q 4	P—R 5
58. K—K 5	K—Kt 3
59. K—Q 5	K—R 3
60. K—B 5	Resigns.

If 60 K—B 6, P—Kt 8 (Q); 61 B × Q stale mate.

For the next two years I devoted my attention to finishing my High School course. In 1904 I went to the U. S. A. to learn English and to prepare myself to enter Columbia University. In 1905 I paid my first visit to the Manhattan Chess Club of New York. Although I had not played for a long time I won the first game, in good style, against one of the many first-class players of that famous club. I became a Sunday afternoon visitor, and one year later, in 1906, I was already looked upon as, at least, the equal of any of the players of that institution. In quick and lightning chess I was easily the best of all, and could compete with the strongest in the world, as I proved soon, winning a so-called Rapid Transit Tournament from a field of thirty-two, which included the chess champion of the world, Dr. E. Lasker, undoubtedly the foremost player there was in any kind of chess. That same year I entered the University of Columbia to follow the chemical engineering course. In passing my entrance examinations I obtained the high mark of 99% in algebra, employing only one hour and fifteen minutes

of the three hours we were allowed to do the work. I also had high marks in the other scientific subjects. I relate these facts for whatever deductions the psychologists may desire to draw.

CHAPTER III.

THE YEARS 1906-1908.

AFTER two years, in the course of which I had done a great deal of physical sport, I left the University and dedicated most of my time to chess. During those two years I played many a serious game, mostly in summer, against the strongest players of the Manhattan Chess Club, and as one by one I mowed them down without the loss of a single game my superiority became apparent. From that period I take the following games, with the notes I wrote at the time.

GAME No. 3.

King's Gambit.

White:	Black:
Rob. Raubitscheck.	J. R. Capablanca.

SEPTEMBER 24, 1906.

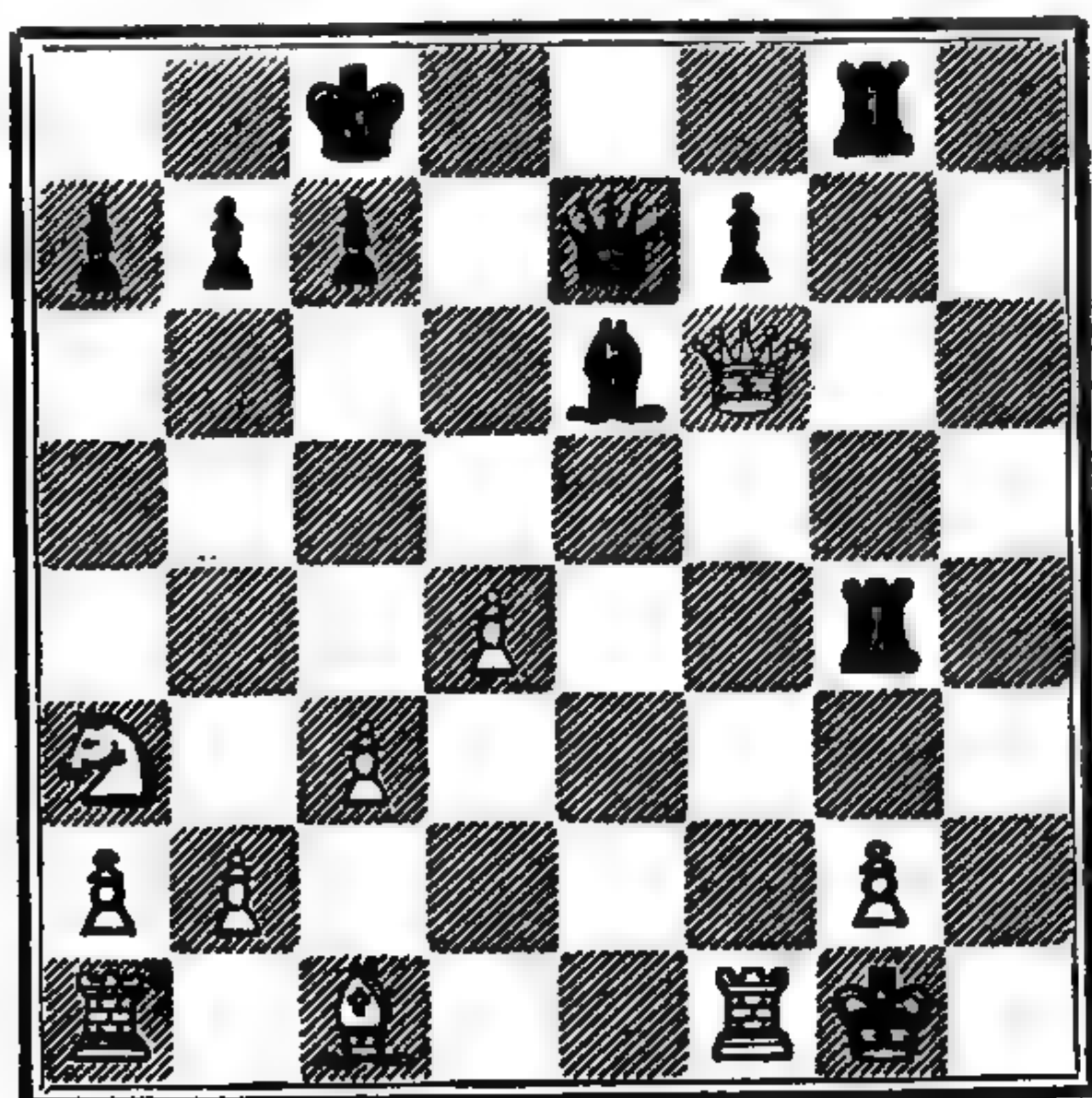
1. P—K 4	P—K 4
2. P—K B 4	P × P
3. Kt—K B 3	P—K Kt 4
4. B—B 4	B—Kt 2
5. P—K R 4	P—K R 3
6. P—Q 4	Kt—Q B 3
7. P—B 3	P—Q 3
8. Castles	Q—K 2
9. Q—Kt 3	Kt—Q
10 P × P	

In this way White gains a Pawn, but permits Black to work up a terrific attack.

- | | |
|----------------|---------|
| 10. | P × P |
| 11. Q—Kt 5 ch | B—Q 2 |
| 12. Q × K Kt P | B—K B 3 |
| 13. Q × P | Kt—K 3 |
| 14. B × Kt | B × B |
| 15. P—K 5 | P × P |
| 16. Kt × P | |

P × P would have been better.

- | | |
|--------------|----------|
| 16. | Castles |
| 17. Kt—R 3 | R—R 5 |
| 18. Q—Kt 3 | B × Kt |
| 19. Q × B | R—Q 4 |
| 20. Q—Kt 7 | R—Kt 5 |
| 21. Q—R 7 | Kt—B 3 ! |
| 22. Q—R 8 ch | R—Q ! |
| 23. Q × Kt | Q R—Kt ! |



24. R—B 2

If Q × Q, R × P ch, K—R, B—Q 4, and mate follows in a few moves.

- | | |
|------------|-------------|
| 24. | R × P ch |
| 25. K—B | B—B 5 ch |
| 26. Kt × B | R—Kt 8 mate |

GAME No. 4.

Ruy Lopez.

White:	Black:
J. R. Capablanca.	Rob. Raubitscheck.

SEPTEMBER 25, 1906.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | Kt—B 3 |
| 4. Castles | Kt × P |
| 5. P—Q 4 | P—Q 4 |
| 6. Kt × P | B—Q 2 |
| 7. Kt × B | Q × Kt |
| 8. Kt—B 3 | P—B 4 |
| 9. Kt × Kt | B P × Kt |
| 10. P—Q B 4 | |

If 10 Q—R 5 ch, P—Kt 3; 11 B × Kt, P × Q; 12 B × Q ch, K × B; 13 P—K B 3, B—Kt 2; 14 P—B 3, Q R—K; and the game is about even. If 10 B × Kt, P × B; 11 Q—R 5 ch, Q—B 2; 12 Q × Q ch, K × Q; 13 P—K B 3, P × P; 14 R × P ch, K—K 3; 15 B—Kt 5,

P—B 4; 16 R—K ch, K—Q 2; 17 R—B 7 ch, K—B 3;
and White has a slight advantage.

10.	Castles
11. B—Kt 5	B—K 2
12. B × B	

If P × P, B × B; P × Kt, Q × Q P; and the game is even.

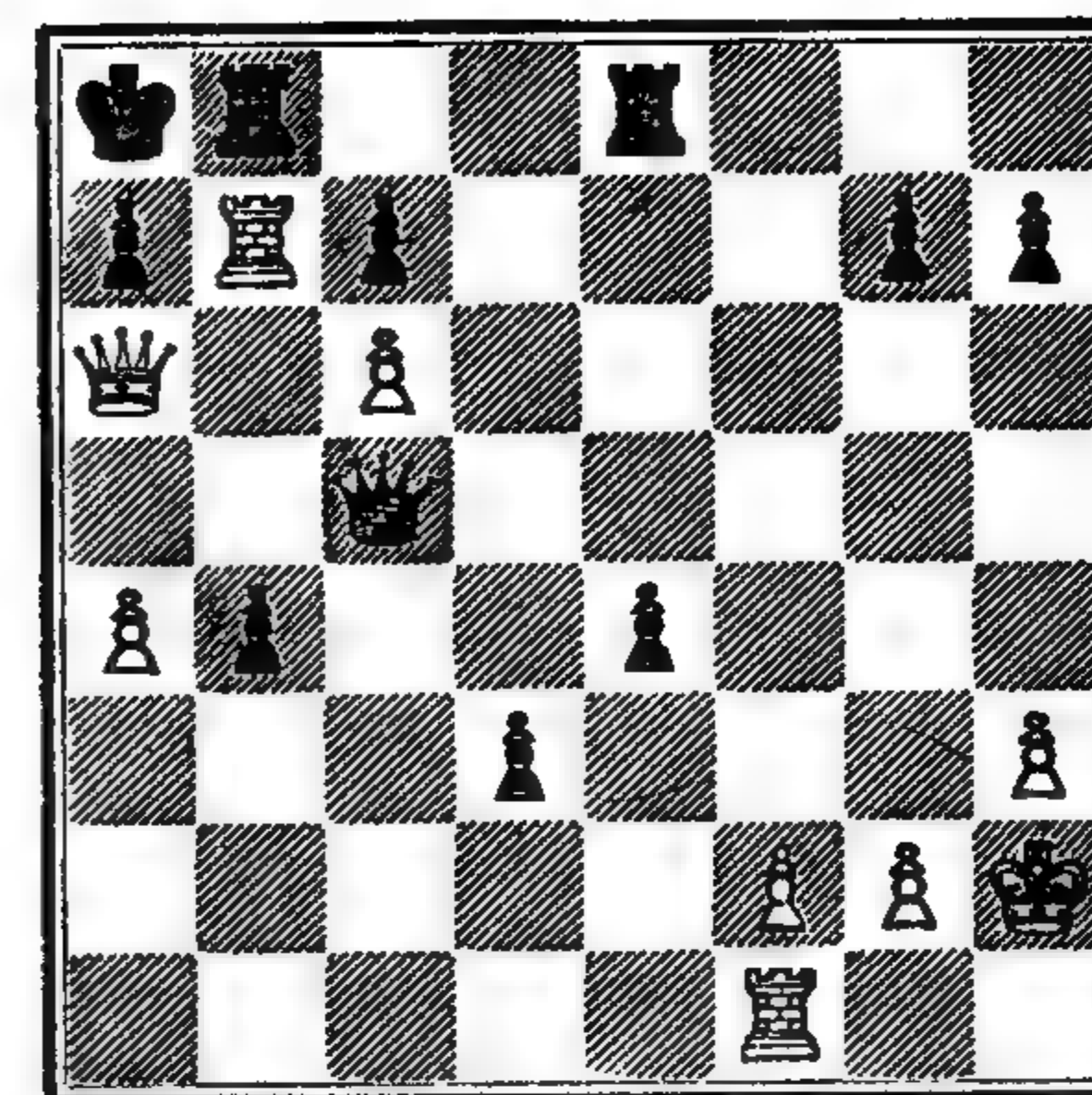
12.	Q × B
13. B × Kt	P × B
14. P—B 5	Q—B 3
15. Q—R 4	K—Kt
16. Q R—B	K—R
17. P—Q Kt 4	R—Q Kt
18. P—Q R 3	K R—K
19. Q—R 6	R—K 3
20. P—Q R 4	

White sacrifices a Pawn in order to start an attack.

20.	Q × P
----------	-------

If R × P; R—Kt wins.

21. P—Kt 5	Q—B 3
22. R—B 2	P × P
23. P—B 6	P—Kt 5
24. R—B 5	Q—Q 5
25. R—Kt 5	R (K 3)—K
26. R—Kt 7	Q—B 4
27. P—R 3	P—Q 5
28. K—R 2	P—Q 6



29. R—Q B	Q × K B P
-----------	-----------

Black's only chance was to play: Q—Q 5; R—B 4, Q—Kt 3; R × Q, R × R; R × K P (best), R × R; Q—B 8 ch, R—Kt; Q × P, and it would be a hard game to play.

30. R—K B	Q—Q 5
31. R—B 5	P—K 6

Mate in three.

GAME No. 5.

Ruy Lopez.

White: A. W. Fox.

Black: J. R. Capablanca.

NOVEMBER 10, 1906.

1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	Kt—B 3
4. Castles	B—K 2
5. R—K	P—Q 3

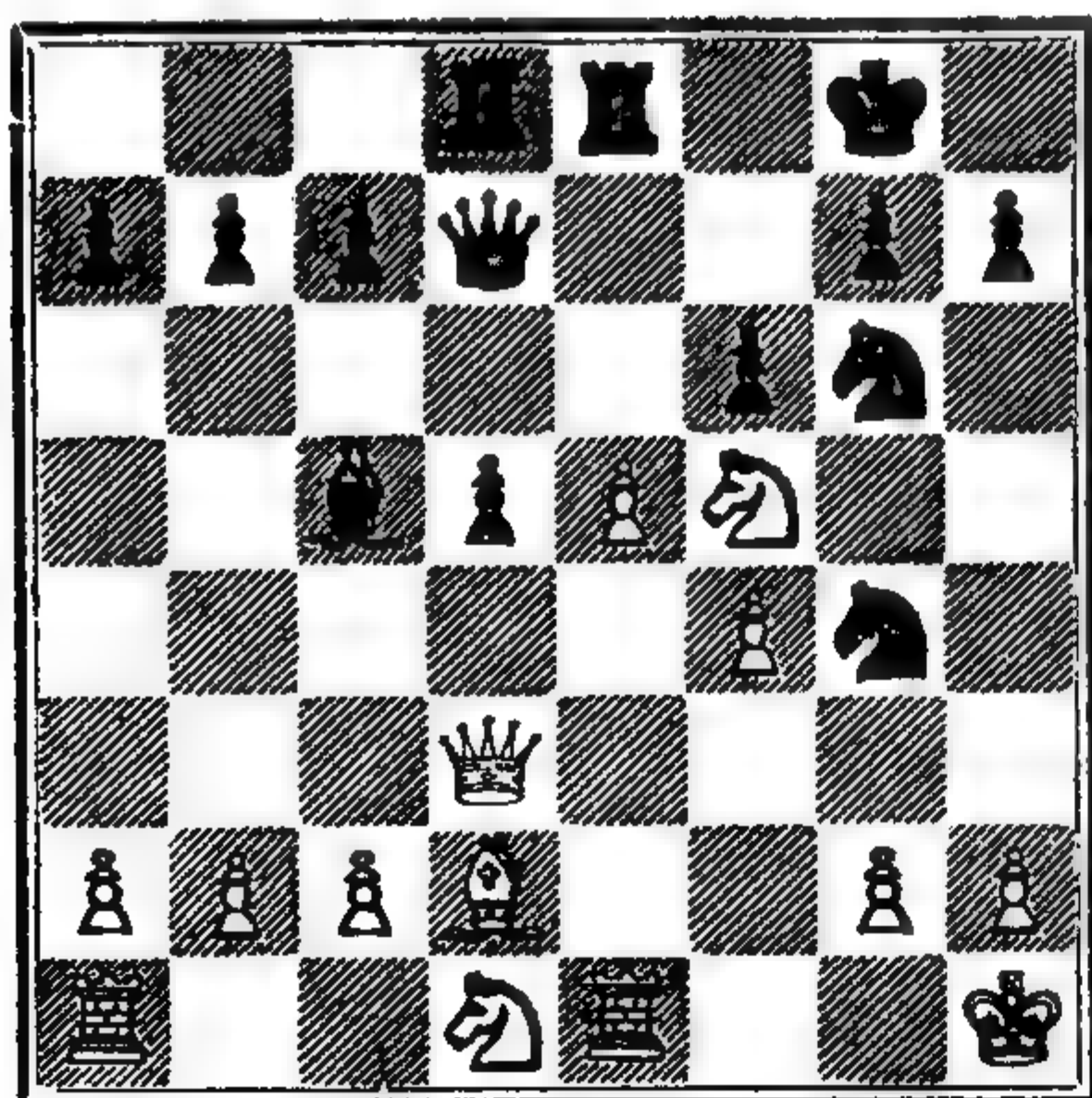
- | | |
|-----------------|---------|
| 6. P—Q 4 | P × P |
| 7. Kt × P | B—Q 2 |
| 8. Kt—Q B 3 | Castles |
| 9. Kt (Q 4)—K 2 | R—K |
| 10. Kt—Kt 3 | Kt—K 4 |
| 11. B × B | Q × B |
| 12. P—B 4 | Kt—Kt 3 |
| 13. Kt—B 5 | B—B |
| 14. Q—Q 3 | Q R—Q |

If Kt × K P; R × Kt, Q × Kt; R × R, Q × Q; R × B ch, followed by P × Q, and White is a piece ahead.

- | | |
|-----------|-------|
| 15. B—Q 2 | P—Q 4 |
|-----------|-------|

The beginning of a fine combination. If P × P, R × R ch; R × R, Kt × P; and it looks as though White must lose a Pawn.

- | | |
|-----------|-----------|
| 16. P—K 5 | B—B 4 ch |
| 17. K—R | Kt—Kt 5 |
| 18. Kt—Q | P—K B 3 ! |



The crowning move in the combination. If 19 P × P, Kt × P (B 5) wins, because if 20 Kt—K 7 ch, R × Kt; 21 P × R, Kt × Q; 22 P × R (Q), Q × Q; 23 P × Kt, Q—R 5; 24 P—K R 3, Q—Kt 6; and mate in a few moves. And if, instead of 20 Kt—K 7 ch: R × R ch, R × R; Q—Q B 3, Q × Kt; Q × B, Kt—K 7 wins.

- | | |
|---------------|-----------|
| 19. P—K R 3 | Kt—B 7 ch |
| 20. Kt × Kt | B × Kt |
| 21. R—K 2 | P × P |
| 22. R × B | P—K 5 |
| 23. Kt—R 6 ch | P × Kt |
| 24. Q—Q 4 | Q—Kt 2 |
| 25. Q × R P | |

A bad move, B—B 3 would have given White a fighting chance.

- | | |
|-----------------|--------|
| 25. | Q × P |
| 26. R—K | P—Q 5 |
| 27. P—B 5 | P—K 6 |
| 28. R (B 2)—K 2 | Kt—B 5 |
| 29. B—B | Q—Kt 3 |
| 30. Q—R 4 | Kt × R |
| 31. Q—B 4 ch | K—R |
| 32. R × Kt | Q—R 3 |
| 33. Q—Q 3 | Q × Q |
| 34. P × Q | P—B 4 |
| 35. P—Kt 4 | P—B 5 |
| Resigns. | |

GAME No. 6.

Ruy Lopez.

White:

J. R. Capablanca.

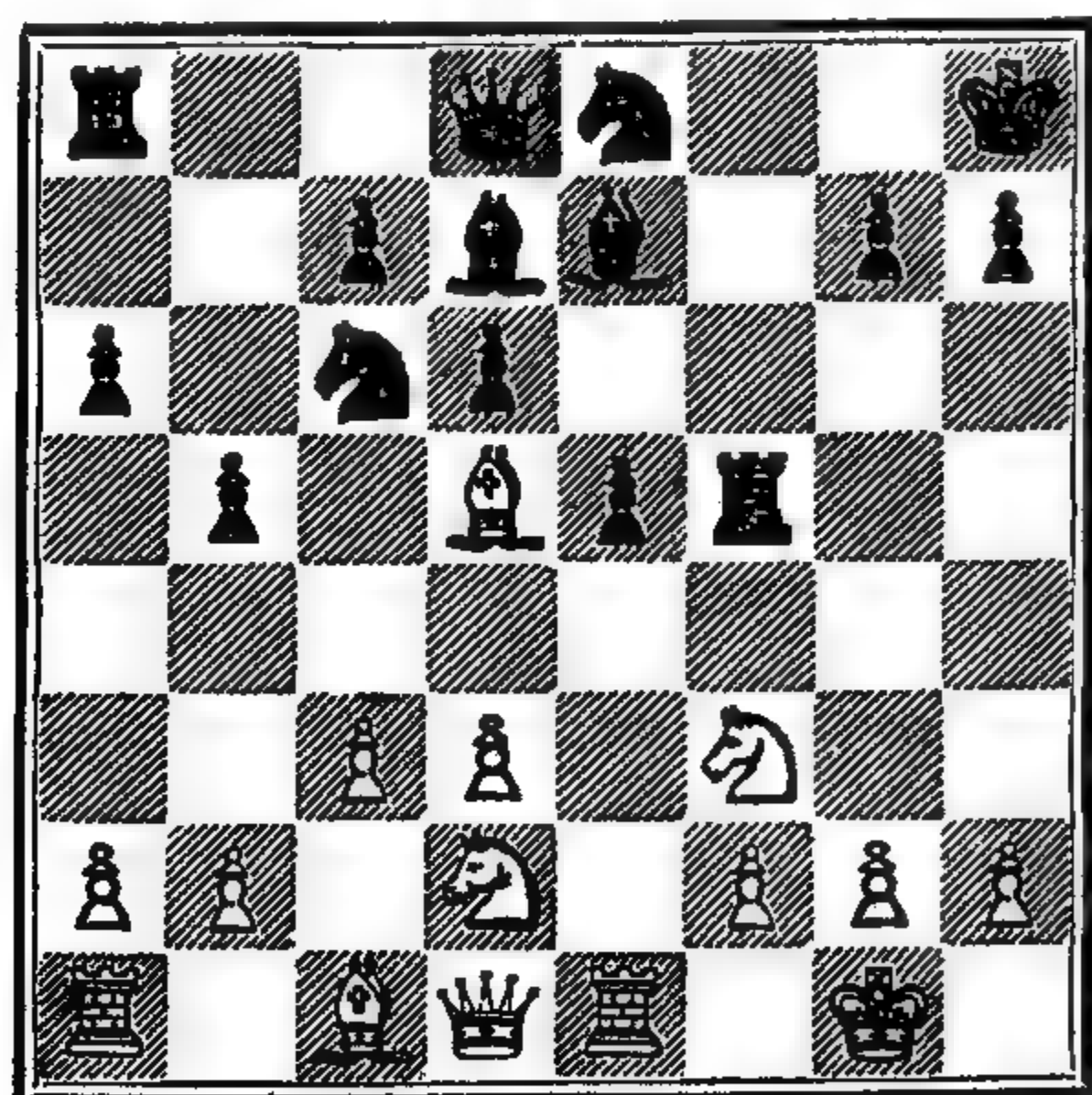
Black: Messrs.

Davidson and Ferguson.

- | | |
|--------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | Kt—B 3 |
| 4. Castles | B—K 2 |
| 5. R—K | P—Q 3 |
| 6. P—B 3 | Castles |
| 7. P—Q 3 | P—Q R 3 |
| 8. B—R 4 | P—Q Kt 4 |
| 9. B—B 2 | Kt—K |
| 10. Q Kt—Q 2 | P—B 4 |

This move is not as good as it looks, as will soon be evident.

- | | |
|---------------|-------|
| 11. B—Kt 3 ch | K—R |
| 12. B—Q 5 | B—Q 2 |
| 13. P × P | R × P |



14. P—Q 4

This move is the key to the situation. If now: P × P; B × Kt, B × B; Kt × P, R—Q B 4; Kt—K 6, winning the exchange. If 14—B—B 3; 15 B—K 4, R—B 5 (if R—R 4, Kt × P); 16 Kt—B, R—Kt 5; 17 P—K R 3. Black's reply, therefore, seems best.

- | | |
|-------------|--------|
| 14. | Kt—B 3 |
| 15. B × Kt | B × B |
| 16. P × P | B × Kt |
| 17. Kt × B | P × P |
| 18. Q—B 2 | P—K 5 |
| 19. Kt—Kt 5 | Q—K |

Q—Q 4 seems better. Then would have followed: 20 Kt × K P, R—K 4; 21 P—B 3, Kt × Kt; 22 P × Kt, B—B 4 ch; 23 K—R, Q R—K; 24 B—B 4, R × P; 25 R × R, Q × R; 26 Q × Q, R × Q; 27 B × P, R—K 7; 28 P—Q Kt 4, B—K 2; 29 B—Kt 3.

- | | |
|--------------|-------|
| 20. Kt × K P | B—B 4 |
| 21. B—B 4 ! | |

The winning move, and the only way to keep the advantage.

- | | |
|--------------|----------|
| 21. | Kt × Kt |
| 22. R × Kt | Q—B 2 |
| 23. B—K 3 | B—Q 3 |
| 24. P—Q R 4 | R—R 4 |
| 25. P—K Kt 3 | Q—Kt 3 |
| 26. P × P | R × Kt P |
| 27. Q R—R 4 | P—K R 3 |
| 28. Q—B | K—R 2 |

29. R—R 4	P—K R 4
30. Q—Q	K—Kt sq
31. P—Q B 4	R—K B 4
32. Q—Q 3	

Threatening P—B 5

32.	P—B 4
33. R—R 5	Q—B 3
34. P—Q Kt 4	Q—B
35. P × P	B—K 2

If 35.. B × P; 36 R—B 4, R × R; 37 B × B, Q—K; 38 P × R, Q—K 8 ch; 39 K—Kt 2, Q × R; 40 Q—Q 5 ch, K—R 2; 41 Q × P ch, K—Kt; 42 Q—Q 5 ch, K—R 2; 43 Q—K 4 ch, K—R 3 (if P—Kt 3; 44 Q—Kt 7 ch, K—R 3; 45 Q × R, Q × B; 46 Q—R 8 mate); 44 P—B 5, Q—Q; 45 B—K 7 winning.

36. R—B 4	R × R
37. B × R	R—Q
38. B—Q 6	B × B
39. Q—Q 5 ch	Q—B 2
40. P × B	Resigns.

In closing this period and looking back upon my style of play I find a great deal of improvement in every respect. The openings begin to resemble more those of a master, though generally they were much weaker than they should be, as there is too much of slow moving, elaborate plans which cannot be carried out against strong opponents, instead of the simple, forward, strong, attacking moves which should characterize White's development.

The middle game has advanced enormously, the combinations are surer and more profound, and there begins to loom forward the playing for position. The endings I already played very well, and to my mind had attained the high standard for which they were in the future to be well known.

In the winter of 1908–1909 I decided to make a tour of the States. It lasted about eight weeks. On that occasion I broke all the records for simultaneous chess. After leaving New York, in ten consecutive séances, I made a clean score, winning 168 games before I lost one out of twenty-two in Minneapolis. However, I had the satisfaction on that occasion of beating the strongest players of the State of Minnesota, including Mr. E. F. Elliott, the then champion of the Western Chess Association. As to rapidity of play, in one instance, in Hoboken, I played twenty-eight games in one hour and forty minutes, losing only one after having refused a draw.

On my return to New York in March, 1909, my great strength being evident, arrangements were made for what was to be the greatest feat of my career.

CHAPTER IV.

THE MATCH WITH MARSHALL.

No difficulty was experienced in arranging the match. Marshall was disposed to play in this case where he naturally discounted his victory. How far he was wrong the result proved. I beat him eight to one with fourteen draws thrown in between. I can safely say that no player ever performed such a feat, as it was my first encounter against a master, and such a master, one of the first ten in the whole world. The most surprising feature of all was the fact that I played without having ever opened a book to study the openings; in fact, had Marshall played such things as Danish Gambits, Vienna openings, or the like, the result might have been different. I certainly should have experienced more difficulty in obtaining such a result. I had only looked up an analysis of the Ruy Lopez by Lasker, on the P—K B 4 defence, but the analysis was wrong, as it did not give the strongest continuation for Black. This, and whatever I knew from experience or hearsay, was all my stock of knowledge for the match. My victory put me at once in the foremost rank among the great masters of the game. The play during the match showed that I was weak in the openings and just about strong enough in the simple play for position. My great strength lay in the end game, and I also

excelled in combinations of the middle game. I had a fine judgment as to whether a given position was won or lost, and was able to defend a difficult position as few players could, as I repeatedly demonstrated during the course of the match, in repulsing Marshall's onslaughts. I may add that my style was not as yet either definite or complete, though it had a wide range, *i.e.* I could attack almost as well as I could defend, and could make combinations in the middle game nearly as well as play the endings where I felt more at home and was decidedly strongest.

Here are some of the games with notes as I see them to-day.

GAME No. 7.

(THE FIFTH GAME OF THE MATCH.)

Queen's Gambit Declined.

White: F. Marshall.

Black: J. R. Capablanca.

- | | |
|-------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—Q B 4 | P—K 3 |
| 3. Kt—Q B 3 | Kt—K B 3 |
| 4. B—Kt 5 | B—K 2 |
| 5. P—K 3 | Kt—K 5 |

To-day, when I have developed theories in accordance with my greater experience and knowledge, the chances are great against my making such a move, but then it was different, I did not know what to play, and when some one told me that Lasker had successfully played this move in his match with Marshall, I decided to adopt it. It was

not till the end of the match, when I learned something else, that I changed my defence.

6. B × B Q × B
7. B—Q 3

The continuation adopted by Marshall in this game is in my opinion deficient. I believe that he played this variation best in the twenty-first game. Here, at any rate, I think it is better to play P × P, followed by Q—Kt 3, after the Kts have been exchanged.

7. Kt × Kt
8. P × Kt Kt—Q 2

P × P at once is better.

9. Kt—B 3 Castles
10. Q—B 2 P—K R 3
11. Castles K R

He still had time to play P × P, which was the correct continuation.

11. P—Q B 4

With the idea of counterbalancing on the Queen's side the attack of White against the Black King.

12. K R—K Q P × P
13. B × P P—Q Kt 3
14. Q—K 4

I do not think well of this manœuvre, as the attack is too slow to obtain any advantage, and on the other hand it

compels Black to post his pieces where he wanted, *i.e.* the Bishop at Q Kt 2, the Kt at K B 3 and his two Rooks at Q B and Q square respectively, thereby holding the open lines with the Rooks and ready at the same time to attack the enemy's centre.

14. Q R—Kt
15. B—Q 3 Kt—B 3
16. Q—B 4

If Q—R 4, Kt—Q 4 would have been sufficient.

16. B—Kt 2
17. P—K 4 K R—Q
18. Q R—Q Q R—B

Black has now the superior game, as there is no weak point in his position, and his Queen's side is much stronger than White's. Besides, the strategical position of Black's pieces is superior to that of White's.

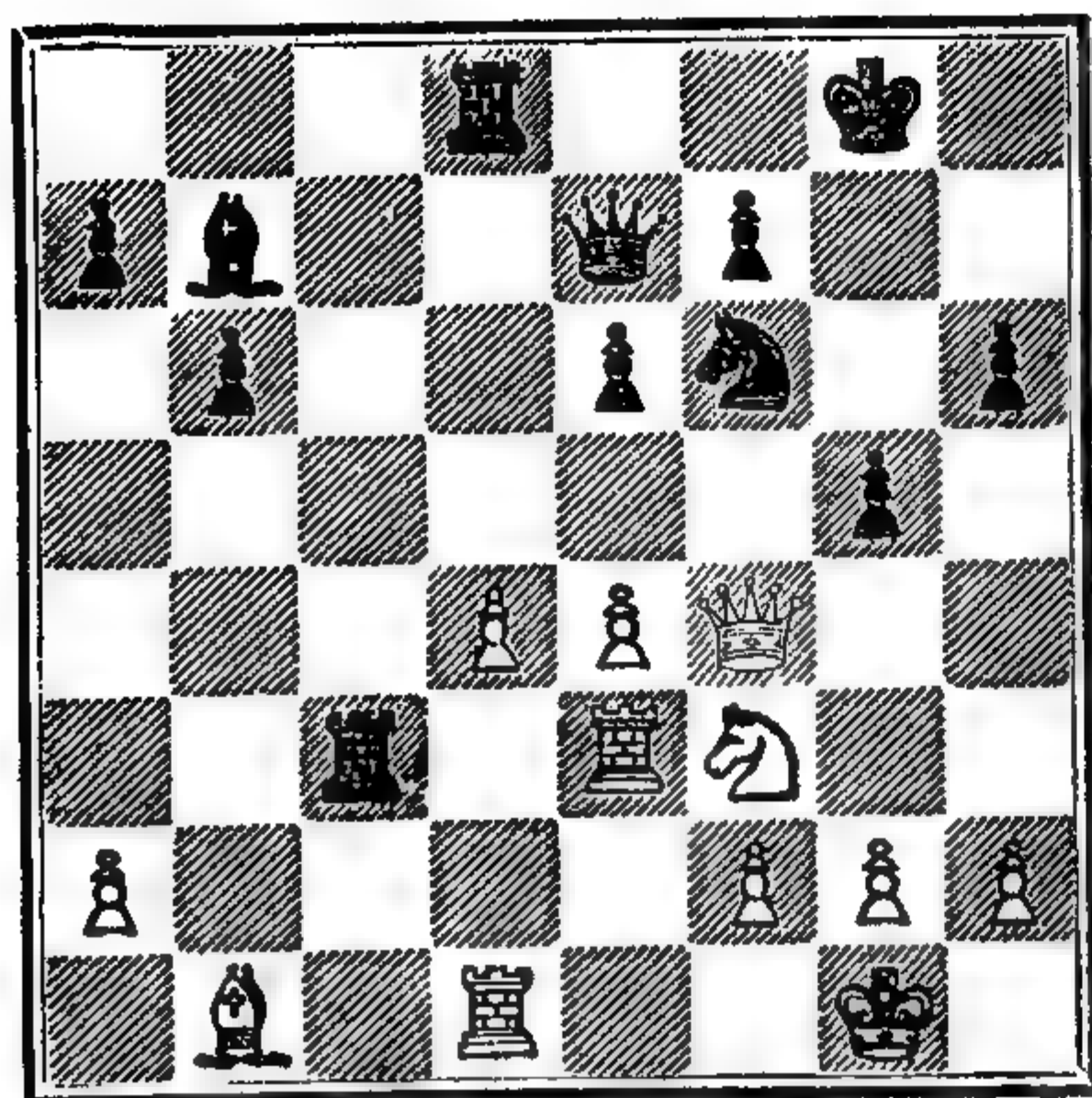
19. R—K 3

Not good, as Black quickly demonstrates. B—Kt was the correct move.

19. P × P
20. P × P R—B 6
21. B—Kt

An error, Q—R 4 was the only chance White had of holding the game.

21. P—KKt 4



22. Kt × P

Q—Kt 3 would have lost a Pawn, but White sees chances of attack by sacrificing the Knight and consequently adopts this continuation in preference to the other, which he thought would also have lost the game with less chances of a possible mistake on Black's part.

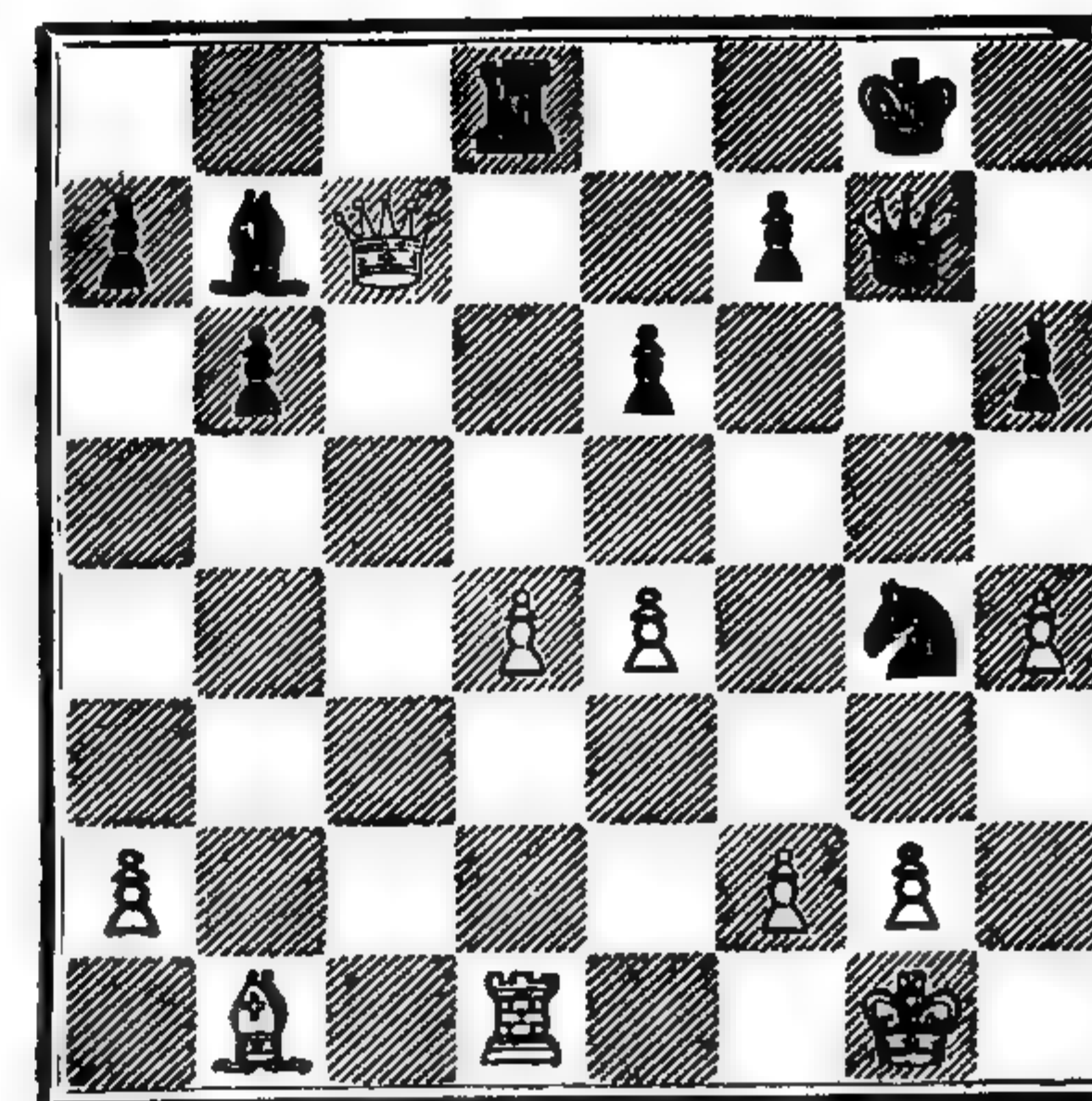
22.	R × R
23. Q × R	Kt—Kt 5

P × Kt would have avoided complications but would have left White with two Pawns for the Kt.

24. Q—Kt 3	Q × Kt
25. P—K R 4	

Had White played Q—B 7 at once, Black would have answered R—Q B; Q × B, R—B 8; Q—Kt 8 ch, K—Kt 2; R—B, Q—Q 7 winning outright.

25.	Q—Kt 2
26. Q—B 7	



26. R × P

Not the best, Q—B 3 was the right move. Incidentally it would have saved me a great deal of trouble which I had to win the game. Here I will call attention to the poor notes sometimes written by analysts. Games are often annotated by unknown players who have not sufficient knowledge of the game. As a matter of fact, the games of the great masters, at least, can only be properly annotated by very few players. Of course even the best are not exempt from mistakes, but while they make them few and far between the others do so continuously.

I was highly praised by many because of the excellence of my play in this position, while in reality I could have done better. They simply did not see that here Q—B 3 was better than the text move.

27. Q—Kt 8 ch	K—R 2
28. P—K 5 ch	B—K 5
29. R × R	B × B
30. Q × R P	Kt × K P
31. R—K B 4	B—K 5

White should not have allowed this move.

32. P—Kt 3 Kt—B 6 ch

Very poor play, P—B 4 at once was the right way.
After the text move Black has a difficult game to win.

33. K—Kt 2 P—B 4
34. Q × P Kt × P ch
35. K—R 2

If K—R 3, then Q—R 8 would win at once.

35. Kt—B 6 ch
36. R × Kt

Forced, as Black threatened Kt—Kt 4 ch followed by
Q—R 8

36. B × R
37. Q × P B—K 5
38. P—B 3 B—Q 6
39. Q—Q 5 Q—Kt 7 ch
40. K—Kt B—Kt 8

It is from now on that it can be said that I played well.
The ending is worth studying.

41. P—R 4 Q—R 8
42. Q—Kt 7 ch K—Kt 3
43. Q—Kt 6 ch K—R 4
44. K—R 2 B—R 7
45. Q—Kt 5 K—Kt 3
46. P—R 5 Q—Q 5
47. Q—B 6 ch Q—B 3
48. Q—K 8 ch Q—B 2

49. Q—R 4 Q—K 3
50. P—R 6 Q—K 7 ch
51. K—R 3 B—Q 4
52. P—R 7 B × P
Resigns.

GAME No. 8.

(THE SIXTH GAME OF THE MATCH.)

Ruy Lopez.

White: J. R. Capablanca.

Black: F. J. Marshall.

1. P—K 4 P—K 4
2. Kt—K B 3 Kt—Q B 3
3. B—Kt 5 P—Q 3
4. P—Q B 3

Not in accord with the true theory of the game, but as I
have already said, my knowledge of such things at the
time was not of any account. P—Q 4 is generally con-
ceded to be the proper continuation.

4. B—Kt 5

I do not like this move, because later on the Bishop
will be driven back by P—K R 3 with evident gain of time
for White. P—K B 4 seems good and leads to interest-
ing complications.

5. P—Q 3 B—K 2
6. Q Kt—Q 2 Kt—B 3
7. Castles Castles
8. R—K P—K R 3

The manoeuvre intended by Black is too slow to be good. Time is too important to be thus wasted. White with the move possesses an advantage, which can only be held in check by very accurate play on the part of Black.

9. Kt—B Kt—R 2
10. Kt—K 3 B—R 4

If P—B 4; P × P, B × P; Kt × B, R × Kt; P—Q 4 and White should win, because if P × P; B × Kt followed by Kt × P wins at least a Pawn, and if instead of P × P, B—B 3, then B—Q 3 wins the exchange.

11. P—K Kt 4 B—Kt 3
12. Kt—B 5 P—K R 4

Not good, because Black can derive no advantage from the open Rook's file, while White will be able to utilise it for his Rooks. Better would have been Kt—Kt 4 in order to simplify the position.

13. P—K R 3 P × P
14. P × P B—Kt 4

I would have preferred Kt—Kt 4, though the chances are that the game cannot be saved.

15. Kt × B Kt × Kt
16. K—Kt 2 P—Q 4
17. Q—K 2 R—K
18. R—R

Now what I said in a previous note becomes evident.

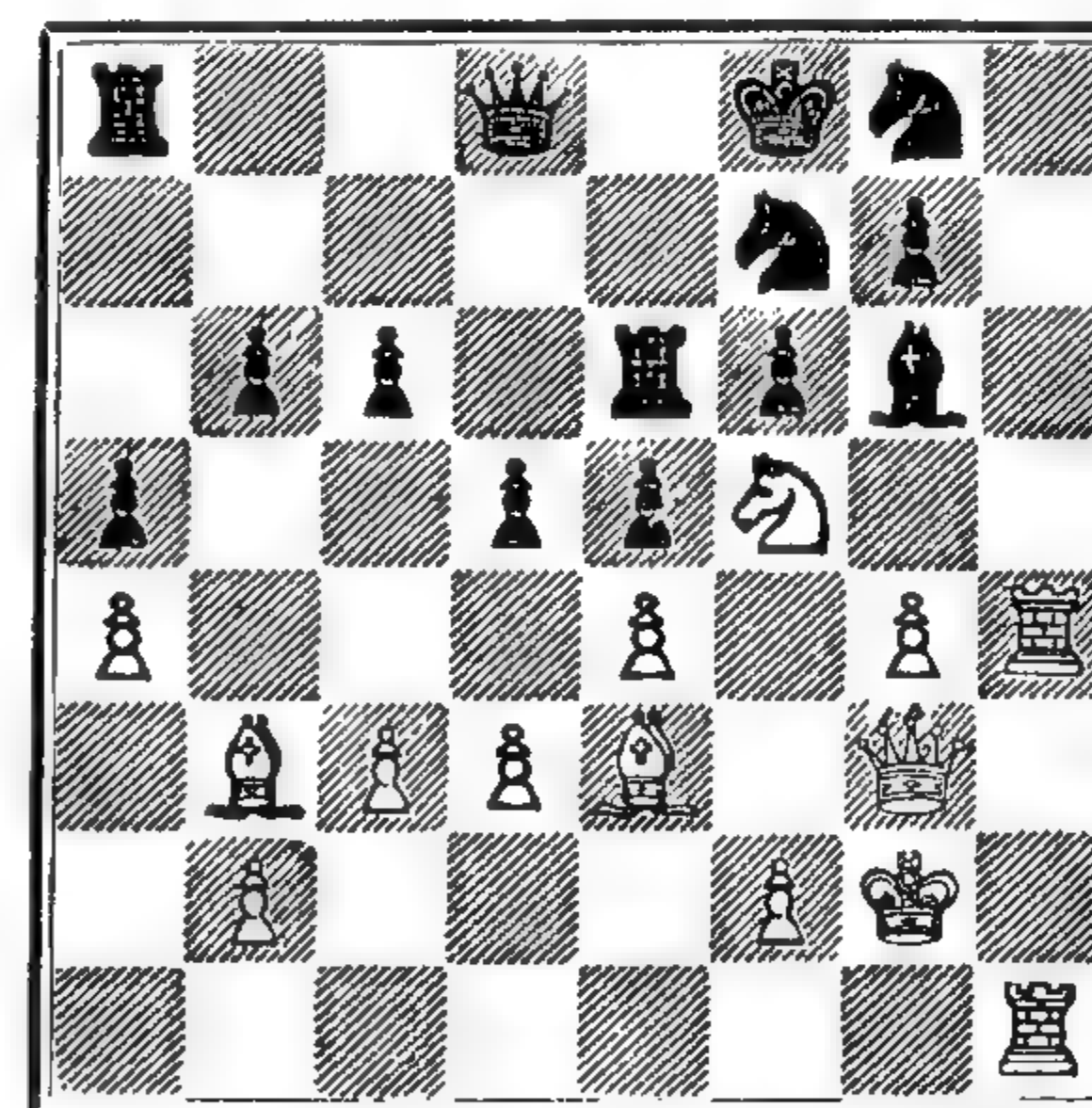
18. R—K 3
19. Q—K 3

A very important move, the object of which is to shut off the action of the opposing Queen, and at the same time to bring the White Queen into the game. It also creates a weak diagonal in Black's game, against which the White Bishop can act.

19. P—B 3
20. B—R 4 Kt—K 2
21. B—Kt 3 P—B 3
22. Q—Kt 3 P—R 4
23. P—R 4 Kt—B 2
24. B—K 3 P—Kt 3

To prevent the coming of the Bishop to B 5. It favours, however, the plan of White, which is to close in the Black pieces so as to be able to use his own freely.

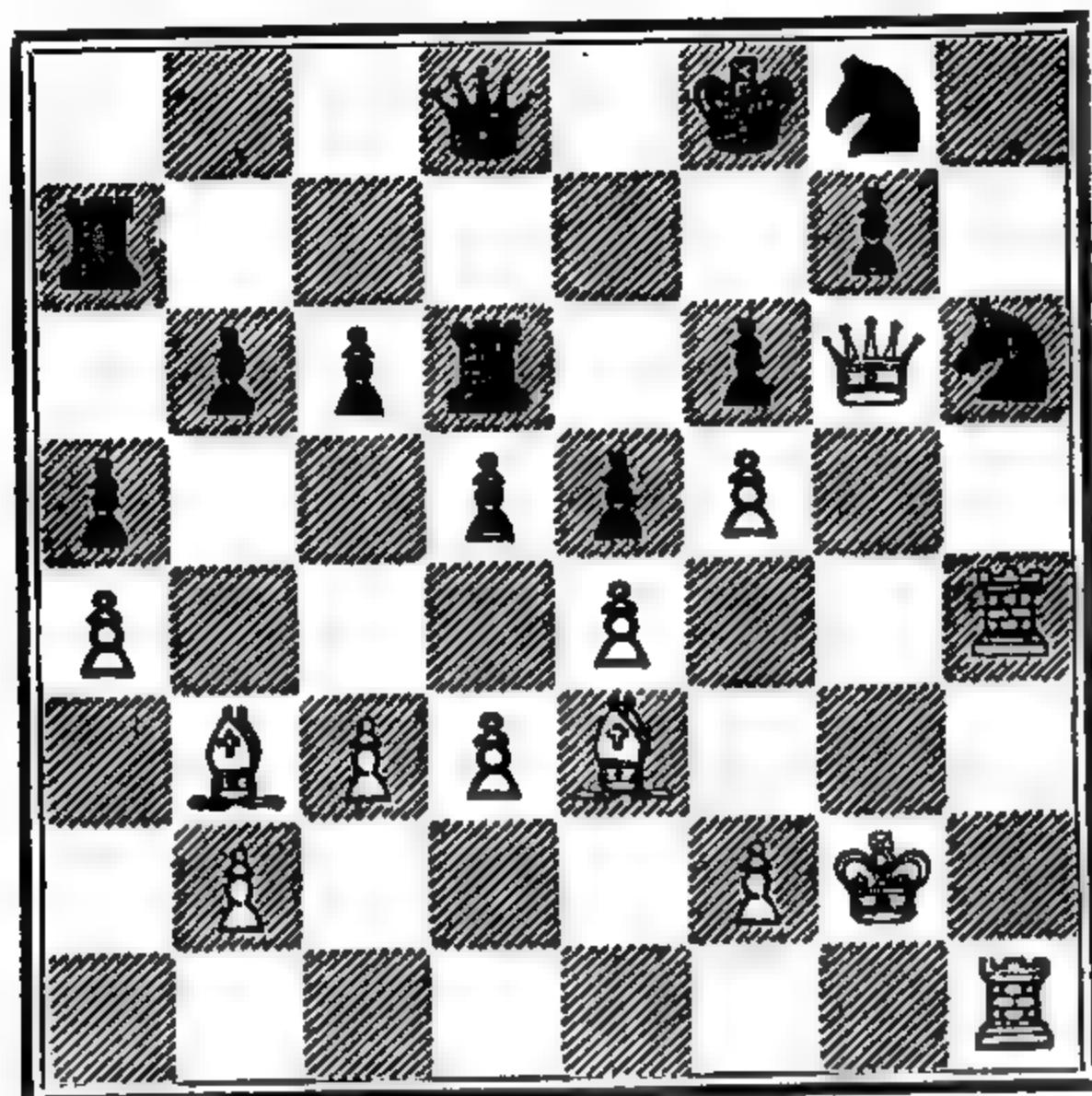
25. R—R 4 K—B
26. Q R—K R Kt—Kt



27. Q—B 3

Compelling Black to take the Kt, strengthening still more the position of White.

- | | |
|--------------|--------------|
| 27. | B × Kt |
| 28. Kt P × B | R—Q 3 |
| 29. Q—R 5 | R—R 2 |
| 30. Q—Kt 6 | Kt (B 2)—R 3 |



There was no defence available. If...Kt—K 2; 31 R—R 8 ch, Kt × R; 32 R × Kt ch, Kt—Kt; 33 Q—R 7, K—B 2; 34 B × P winning.

- | | |
|---------------|----------|
| 31. R × Kt | P × R |
| 32. B × P ch | K—K 2 |
| 33. Q—R 7 ch | K—K |
| 34. Q × Kt ch | K—Q 2 |
| 35. Q—R 7 ch | Q—K 2 |
| 36. B—B 8 | Q × Q |
| 37. R × Q ch | K—K |
| 38. R × R | Resigns. |

Outside of the opening it would be difficult to find where White could have improved his play. This is one of my best games. I saw Napier the day after I played it and he praised it highly.

GAME No. 9.

(THE ELEVENTH GAME OF THE MATCH.)

Queen's Gambit Declined.

White: F. J. Marshall.

Black: J. R. Capablanca.

- | | |
|-------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—Q B 4 | P—K 3 |
| 3. Kt—Q B 3 | Kt—K B 3 |
| 4. B—Kt 5 | B—K 2 |
| 5. P—K 3 | Kt—K 5 |
| 6. B × B | Q × B |
| 7. B—Q 3 | Kt × Kt |
| 8. P × Kt | P × P |

This line of play which gives Black a freer game than he should obtain, could not occur had White on his seventh move played: P × P, as in some of the previous games.

- | | |
|-----------------|----------|
| 9. B × P | P—Q Kt 3 |
| 10. Q—B 3 | P—Q B 3 |
| 11. Kt—K 2 | B—Kt 2 |
| 12. Castles K R | Castles |
| 13. P—Q R 4 | |

Loss of time, since this Pawn cannot later be advanced.

- | | |
|------------|---------|
| 13. | P—Q B 4 |
| 14. Q—Kt 3 | Kt—B 3 |
| 15. Kt—B 4 | |

In order to start an attack against the King's side. The chances of success, however, are very slight, because there

are not a sufficient number of pieces mobilised to accomplish the purpose.

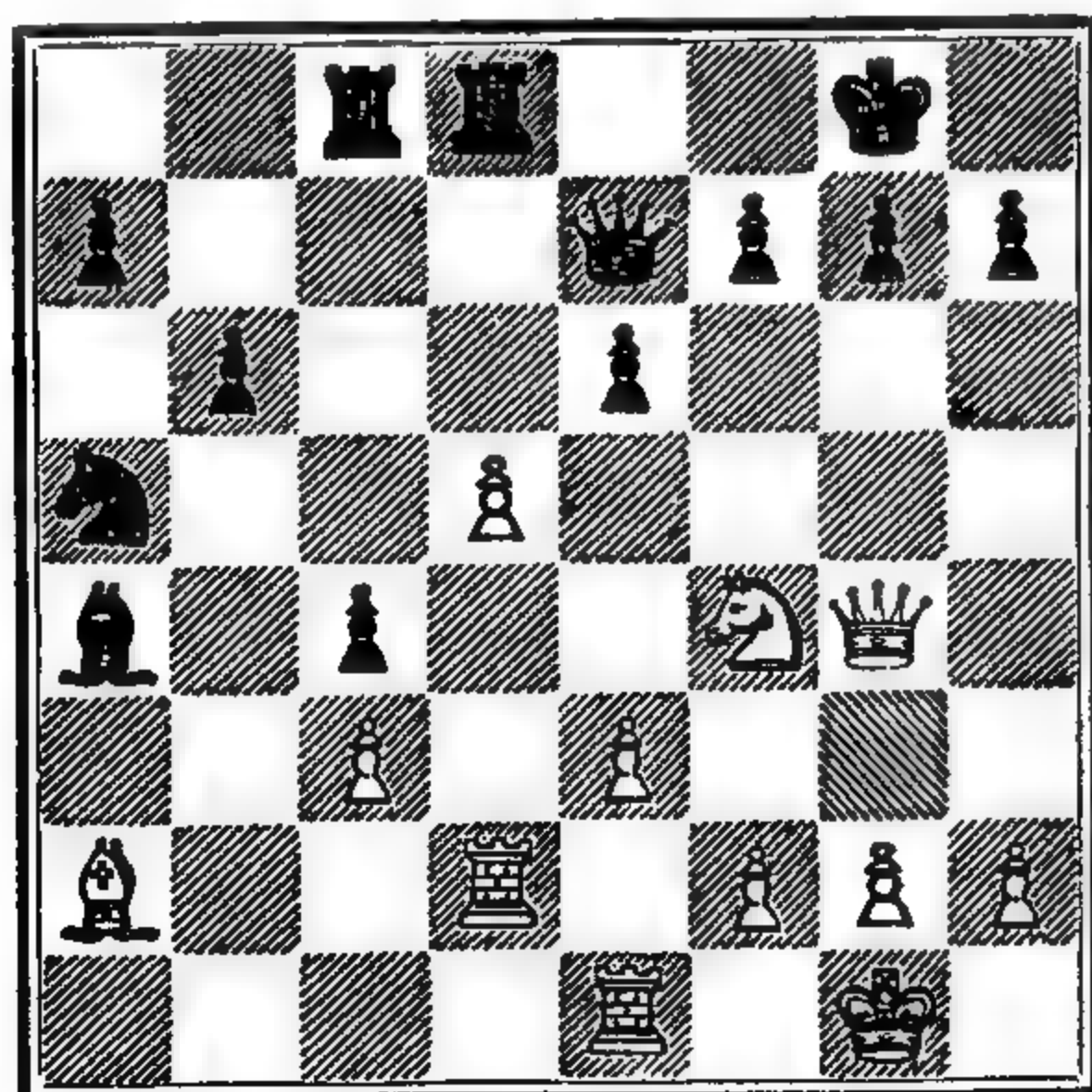
15. Q R—B
16. B—R 2

The ultimate result of this move will be the loss of the Queen's Rook Pawn.

16. K R—Q
17. K R—K Kt—R 4
18. Q R—Q B—B 3
19. Q—Kt 4

Threatening Kt × P. Had White played P—Q 5, Black could safely reply: B × R P; P × P, B × R; P × P ch, K—R; and there seems to be no way for White to recover the lost piece.

19., P—B 5
20. P—Q 5 B × R P
21. R—Q 2



21. P—K 4

As will be seen later on, the continuation adopted by Black is not satisfactory. The situation is such, however, that it is very difficult to point out the proper way to continue, perhaps simply P × P would be the best.

22. Kt—R 5 P—Kt 3
23. P—Q 6

A very fine move. From now on the position is very difficult to handle properly.

23. Q—K 3
24. Q—Kt 5 K—R

Not R × P; because of R × R, Q × R; Q—R 6, winning the Q.

25. Kt—B 6 R × P
26. R × R Q × R
27. B—Kt Kt—B 3
28. B—B 5 R—Q
29. P—R 4

White misses his chance here. Had he played B—Q 7, he would have had a chance to draw the game. Black's best reply would have been Q—B.

29. Kt—K 2
30. Kt—K 4 Q—B 2
31. Q—B 6 ch K—Kt
32. B—K 6

This was Marshall's sealed move. It is not good, but there was nothing better.

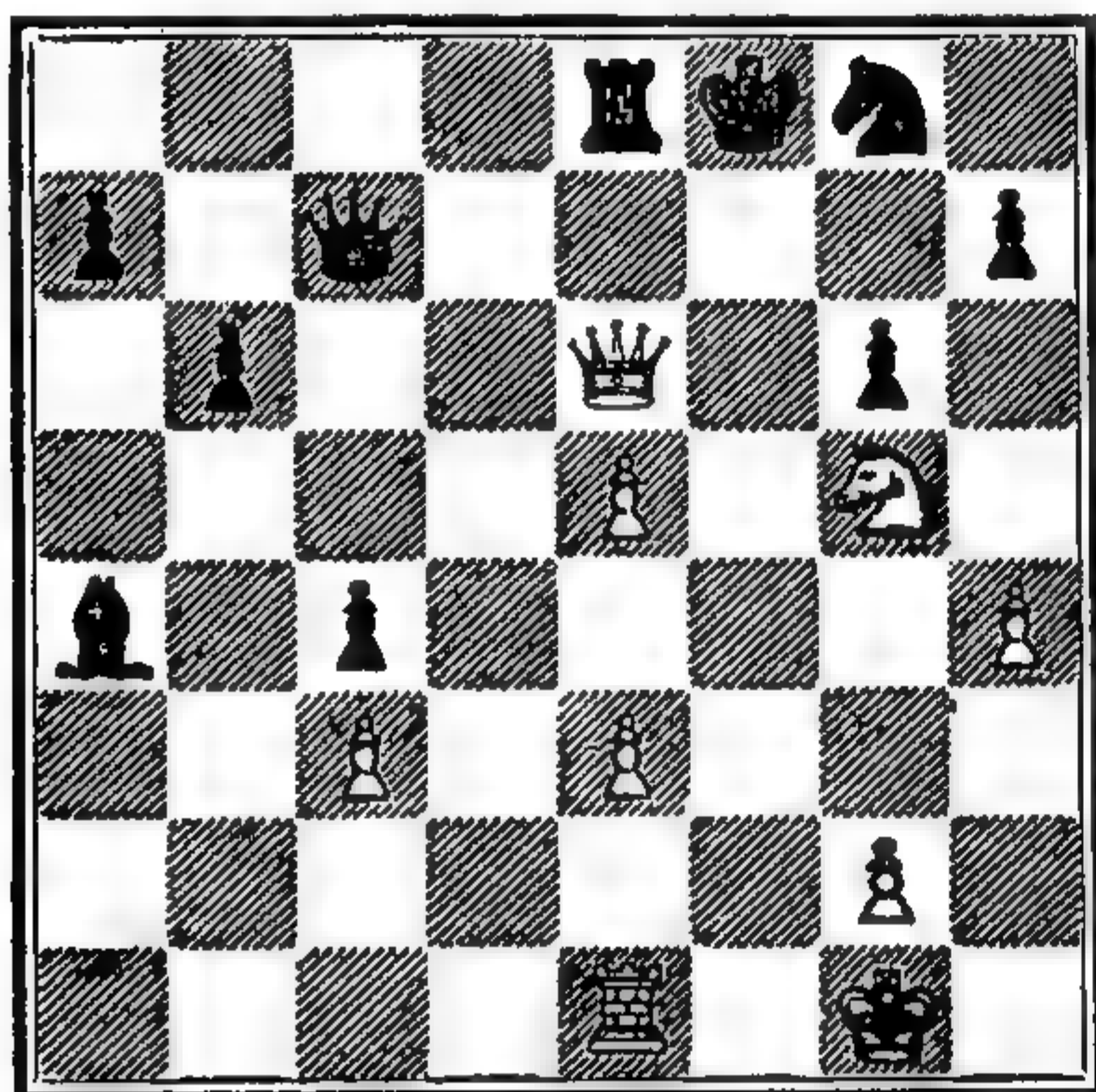
32. P × B
33. Q × K P ch

The alternative was Kt—Kt 5, when Black would have played Kt—Q 4.

33. K—B
 34. Kt—Kt 5 Kt—Kt
 35. P—B 4 R—K

A mistake, which gives White some hope for a while. B—K at once would have avoided all trouble.

36. P × P



36. R—K 2

The only move.

37. R—B ch K—Kt 2
 38. P—R 5 B—K

This move completely checks the attack.

39. P—R 6 ch K—R

Not K × P because of Q—Kt 4.

40. Q—Q 6 Q—B 4
 41. Q—Q 4 R × P

Better would have been Q × P.

42. Q—Q 7

More spectacular, but not as good as R—B 7, when Black would have continued with Kt × P; R—B 8 ch, Kt—Kt; R—B 7, Kt—B 3; R × Kt, Q × Q; K P × Q, R × Kt; R—B 8 ch, K—Kt 2; R × B, R—Kt 6 and wins.

42. R—K 2
 43. R—B 7 B × Q
 Resigns.

This game is valuable because it shows my ability at the time to defend an extremely difficult position.

GAME No. 10.

(THE TWENTY-THIRD AND LAST GAME OF THE MATCH.)

Queen's Gambit Declined.

White: F. J. Marshall. Black: J. R. Capablanca.

1. P—Q 4 P—Q 4
 2. P—Q B 4 P—K 3
 3. Kt—Q B 3 P—Q B 4

Before this game was played Rubinstein and Mieses had engaged in a series of games which were shown to me by some of my friends desirous of knowing my opinion with respect to them. I liked Mieses' ninth move, Kt—K 5, and decided to play it against Marshall, who I hoped had not seen the games. Such was the case, and I was

able to wind up the match with one of the most accurate games I have ever played.

- | | |
|-------------|----------|
| 4. B P × P | K P × P |
| 5. Kt—B 3 | Kt—Q B 3 |
| 6. P—K Kt 3 | B—K 3 |
| 7. B—Kt 2 | B—K 2 |
| 8. Castles | Kt—B 3 |
| 9. B—Kt 5 | |

Not good. P × P is the correct continuation.

- | | |
|---------|--------|
| 9. | Kt—K 5 |
|---------|--------|

A very good reply which frees Black's game.

- | | |
|------------|-------|
| 10. B × B | Q × B |
| 11. Kt—K 5 | |

Of course, if P × P, Kt × Kt, with an excellent game.

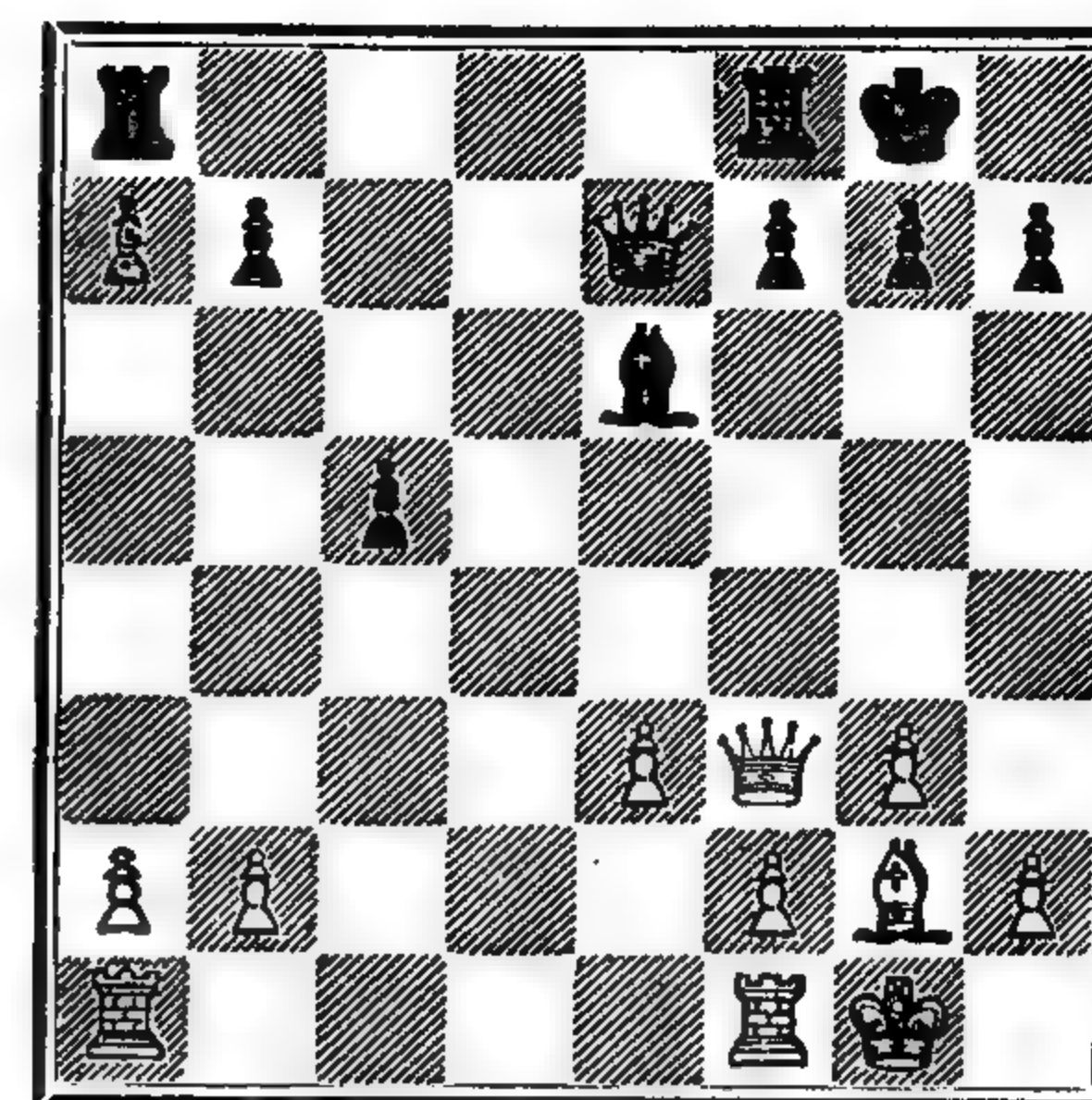
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|-------------|----------|
| 11. | Kt × Q P |
| 12. Kt × Kt | P × Kt |
| 13. P—K 3 | |

Naturally, if B × P, B—R 6.

- | | |
|-------------|-----------|
| 13. | Kt—B 6 ch |
| 14. Kt × Kt | |

Better would have been B × Kt, P × B; Q—R 4 ch. I had the intention at the time to play K—B against this check and not B—Q 2, which would have simplified the game, taking away all chances of winning.

- | | |
|-----------|-------------|
| 14. | P × Kt |
| 15. Q × P | Castles K R |



Black has the better game, since White cannot play Q × P because of Q × Q; B × Q, Q R—Kt followed by R × P; holding all the lines and having a free Pawn to boot, which should win.

- | | |
|-----------|--|
| 16. K R—B | |
|-----------|--|

He should have advanced his King side Pawns at once to counterbalance the advance of Black on the Queen's side. White's inactivity on his stronger wing took away all the chances he had of drawing the game.

- | | |
|-----------|--------|
| 16. | Q R—Kt |
| 17. Q—K 4 | Q—B 2 |

To avoid the exchange of Bishops, the more so, as mine was better posted than his.

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|-------------|----------|
| 18. R—B 3 | P—Q Kt 4 |
| 19. P—Q R 3 | P—B 5 |
| 20. B—B 3 | K R—Q |
| 21. R—Q | R × R |
| 22. B × R | R—Q |

Commenting on this game, Dr. Emmanuel Lasker, the World's Champion, says: "Black has now full command of the board. His play is an example of how slight advantages should be utilised." No better compliment is required.

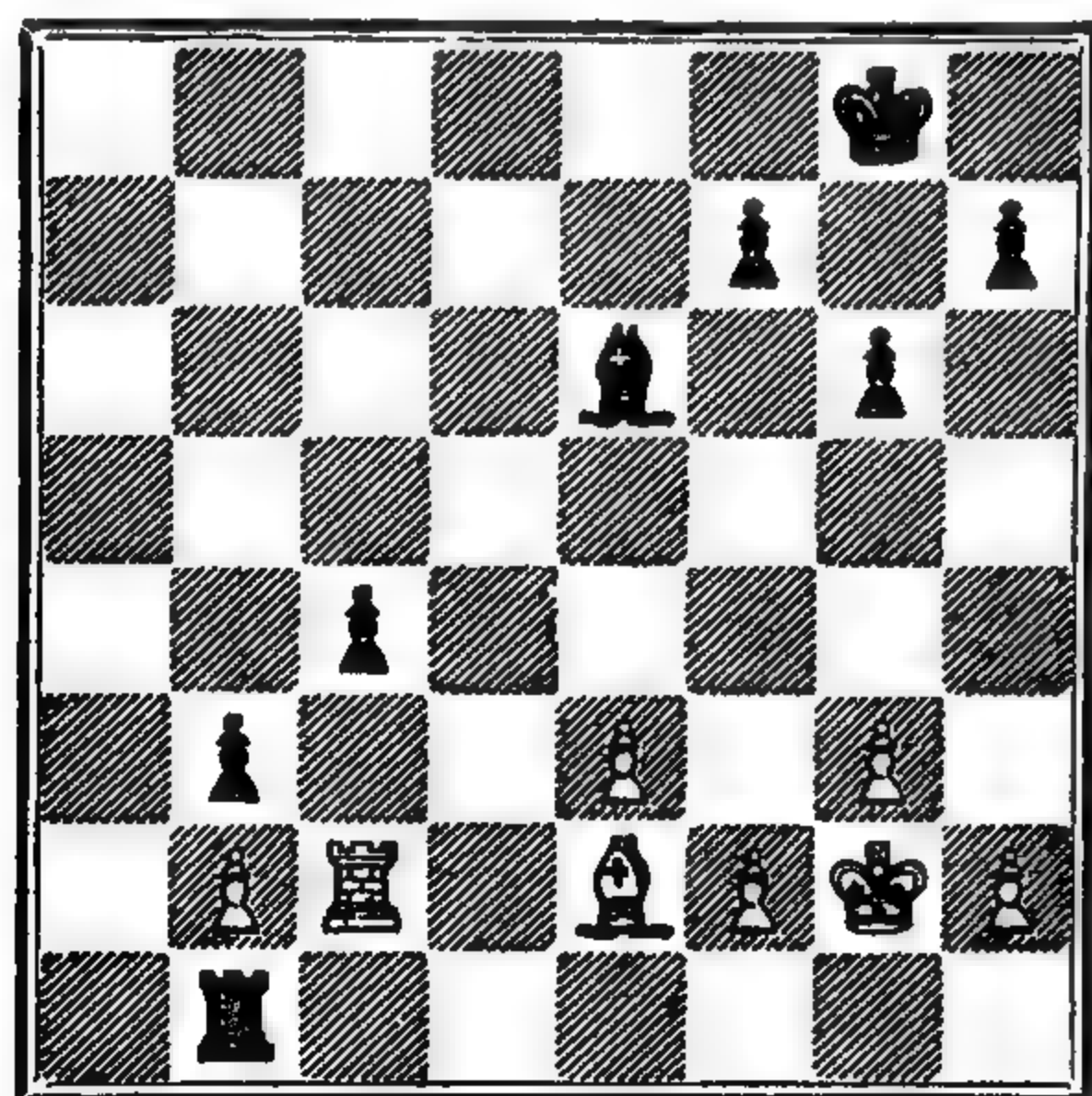
23. B—B 3 P—Kt 3
24. Q—B 6 Q—K 4

I could not yet exchange Queens because my Kt's pawn would be attacked.

25. Q—K 4 Q × Q
26. B × Q R—Q 8 ch

Very important. Black must stop the approach of the White K by means of B—B 2 followed by K—B, etc.

27. K—Kt 2 P—Q R 4
28. R—B 2 P—Kt 5
29. P × P P × P
30. B—B 3 R—Q Kt 8
31. B—K 2 P—Kt 6



32. R—Q 2

Of course, if R—B 3, R × P; B × P, R—B 7; winning a piece and the game.

32. R—Q B 8
33. B—Q P—B 6
34. P × P P—Kt 7
35. R × P R × B
36. R—B 2 B—B 4
37. R—Kt 2 R—Q B 8
38. R—Kt 3 B—K 5 ch
39. K—R 3 R—B 7
40. P—K B 4 P—R 4

Threatening B—B 4 ch, followed by R × P ch, and K—Kt 2. As White's only defence must lose a Pawn his game becomes hopeless. He could well have resigned at this point. The rest requires no further comment.

41. P—Kt 4 P × P ch
42. K × P R × R P
43. R—Kt 4 P—B 4 ch
44. K—Kt 3 R—K 7
45. R—B 4 R × P ch
46. K—R 4 K—Kt 2
47. R—B 7 ch K—B 3
48. R—Q 7 B—Kt 7
49. R—Q 6 ch K—Kt 2
Resigns.

Shortly after the conclusion of the match I returned home. I had been away five consecutive years and had nearly forgotten Spanish—my mother tongue. In the winter of the same year, 1909–1910, I made my second tour of the U. S. In the summer of 1910 I was invited

to take part in the International Tournament at Hamburg. I accepted the invitation, and was ready to start when my physical condition prevented my making the voyage to enter such a strenuous contest. Many comments were made at the time with respect to my withdrawal at the last hour, some of the masters making the silly remark that I had simply been scared away by the strong entry of the tournament. The real reason was, as I have already stated, that I was not in condition to stand such a strain. That I was not afraid, and had no reason to be, I soon proved to the satisfaction of all, when the following year I won the first prize in the strongest tournament that has ever been held: the first San Sebastian tournament.

Before going any further I will narrate an incident which proves that my good sense was not impaired by my surprising victory over Marshall. Soon after the match some of my new admirers talked to me about arranging a match with Dr. Lasker for the championship of the world, and I told them that I would not consider it, for the simple reason that he was a much better player, and that I had to improve a great deal before I contemplated such a thing.

In the winter of 1910-1911 I made another tour of the U. S. A tournament was arranged in New York, which I entered with the idea of practising for the coming tournament at San Sebastian. The New York tournament started in January. I rode on a train twenty-seven hours straight from Indianapolis, the last city of my *tournée*, to New York. I arrived at nine in the morning and had to start at eleven the same day, and play every day thereafter. I was so fatigued that I played badly during the

first part of the contest. Half of it was over and I was yet in fifth place, though the only opponent of real calibre was Marshall. I finally began to play better, and by winning five consecutive games finished second to Marshall. A few days later I started for Europe, where I was to surpass Pillsbury's feat at Hastings in 1895.

CHAPTER V.

THE PERIOD OF EVOLUTION.

THE SAN SEBASTIAN TOURNAMENT OF 1911.

THE conditions of this tournament made it the best that could be had. It was limited to those players who had won at least two third prizes in previous first-class international tournaments. An exception was made with respect to me, because of my victory over Marshall. Some of the masters objected to my entry before this clause was known. One of them was Dr. Bernstein. I had the good fortune to play him in the first round, and beat him in such fashion as to obtain the Rothschild prize for the most brilliant game of the tournament. Before this game the strongest of the masters looked upon me as an easy prey to their wiles; but, after it, the feeling changed to something more akin to awe than anything else; at least, a profound feeling of respect for my ability remained throughout the rest of the contest.

During the course of the tournament many incidents of more or less interest took place. Niemzowitch, who considered himself very superior to me and others in the tournament, became very arrogant during the course of one of his lightning games against Bernstein, saying, because of a remark that I made, that I should not interfere in their game, as they were reputed masters and I had yet

to become one. The outcome of his discourteous remark was a series of quick games for a side bet, which I won with ridiculous ease, and ended by his retracting the statement he had previously made. Many more of these games were played, until all the masters agreed that I had no equal at this kind of chess.

To return to the tournament, I won first prize, having only lost one game to A. K. Rubinstein, who finished second together with Dr. Vidmar. Below I give a selection of some of the best games won by me.

GAME No. 11.

Ruy Lopez.

White:	Black:
J. R. Capablanca.	Dr. O. S. Bernstein.
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	Kt—B 3
4. Castles	B—K 2
5. Kt—B 3	P—Q 3
6. B × Kt ch	P × B
7. P—Q 4	P × P
8. Kt × P	B—Q 2
9. B—Kt 5	Castles
10. R—K	P—K R 3
11. B—R 4	Kt—R 2
12. B × B	Q × B
13. Q—Q 3	Q R—Kt
14. P—Q Kt 3	Kt—Kt 4

Up to this point the game has proceeded along the lines generally recommended by the masters; the last move, however, is a slight deviation from the regular course, which brings this Knight back to B in order to leave open the diagonal for the Q, and besides is more in accordance with the defensive nature of the game. Much more could be said as to the reasons that make Kt—B the preferred move of most masters, but a long dissertation on the subject would not be justified by the nature of this book. Of course, lest there be some misapprehension, let me state that the move Kt—B is made in conjunction with K R—K, which comes first.

15. Q R—Q

P—B 4 was indicated by Tarrasch as better, though it would force the Black Kt to the place where it wants to go, K 3.

15.	Q—K 4
16. Q—K 3	Kt—K 3
17. Q Kt—K 2	Q—Q R 4

Black's plan is to attack the Q side Pawns in order to gain time for the further development of his game. At the same time by forcing White to bring back to that side one of his pieces, or if not to weaken his Q side Pawns, he, in that way, counterbalances the advantage that White may have in the centre and on the K side due to the excellent strategical position of his pieces.

18. Kt—B 5

White begins to form the base of a combination to upset

the adversary's design as explained in the previous note. Black cannot play 18.. Q × P because then would come: 19 Q—B 3, threatening to win the Q and forcing therefore Black to play 19.. Q—R 3 or Q—R 6. If 19.. Q—R 3 the following is one of the many variations: 20 Kt—B 4, P—B 3; 21 Q—Kt 3; P—Kt 4! 22 Kt—Kt 6! R—B 2! 23 Kt × P ch, K—Kt 2; 24 Kt × R, K × Kt at Kt 3 (if K × Kt at B 2; 25 P—K B 4); 25 Kt × Q P, P × Kt; 26 R × P, R—Kt 2; 27 P—K 5, and White should win.

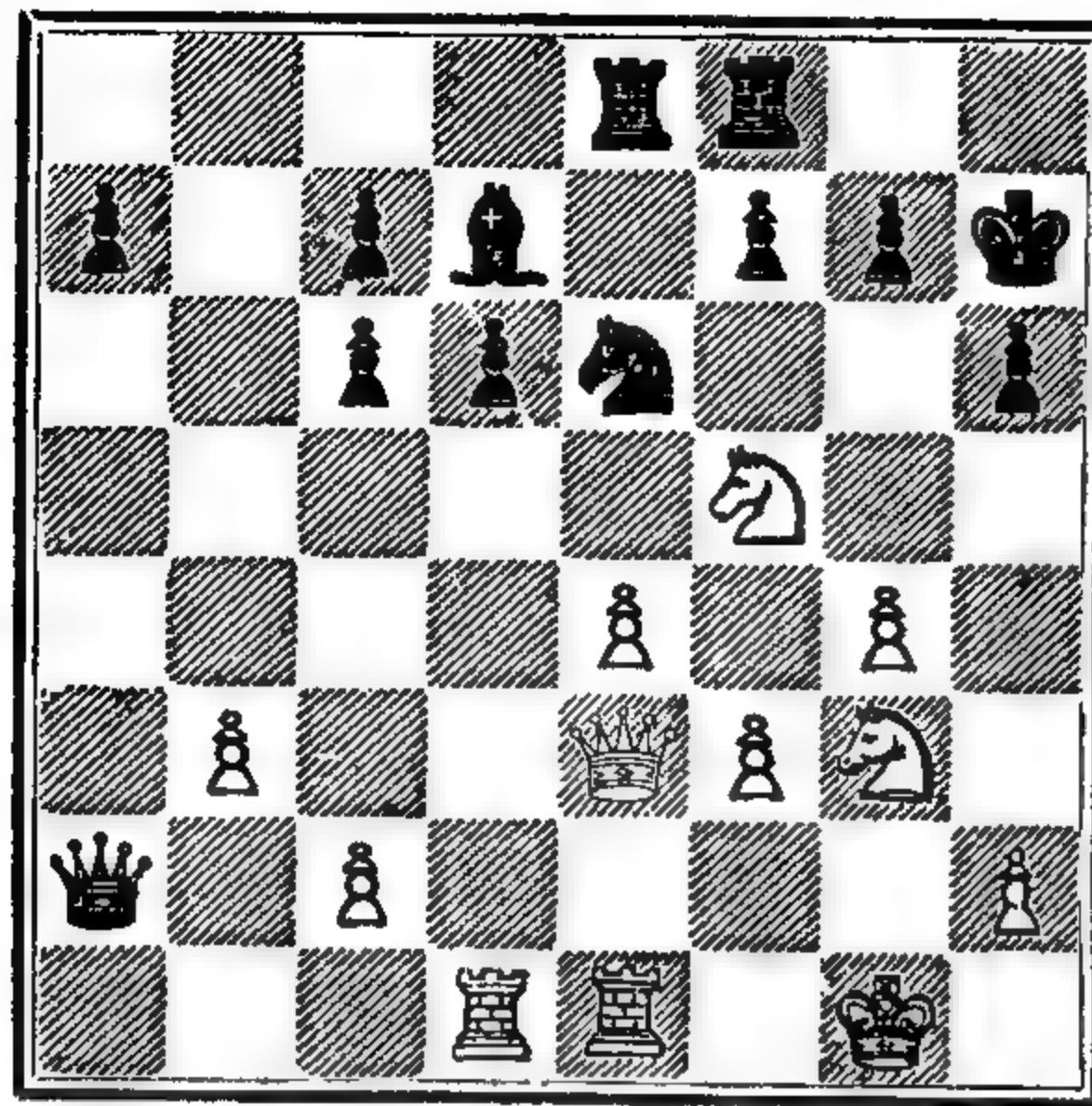
18.	Kt—B 4
19. Q Kt—Q 4	K—R 2

White threatened Kt × B P, and if B × Kt; Kt—K 7 ch followed by Kt × B. Besides, Black could not take the R P because of R—R, Q—Kt 7; K R—Kt winning the Q.

20. P—K Kt 4	Q R—K
21. P—K B 3	Kt—K 3
22. Q Kt—K 2	Q × P

At last Black takes the Pawn. I can say, because of the conversation I had at the time with Dr. Bernstein, that he had not the slightest idea of what was coming. He is not much to be blamed, however, because the combination involved is very deep and difficult to foresee. Q—Kt 3, instead of the text move, would have simplified matters, but at any rate White would have had the superior position.

23. Q Kt—Kt 3



23. Q x B P

This second capture is disastrous, but as I previously said, Black had no idea of the storm that was coming. Here, as Lasker has pointed out, it was necessary to play P—B 3, to be followed by R—B 2 in case White continued the attack, with Kt—R 5.

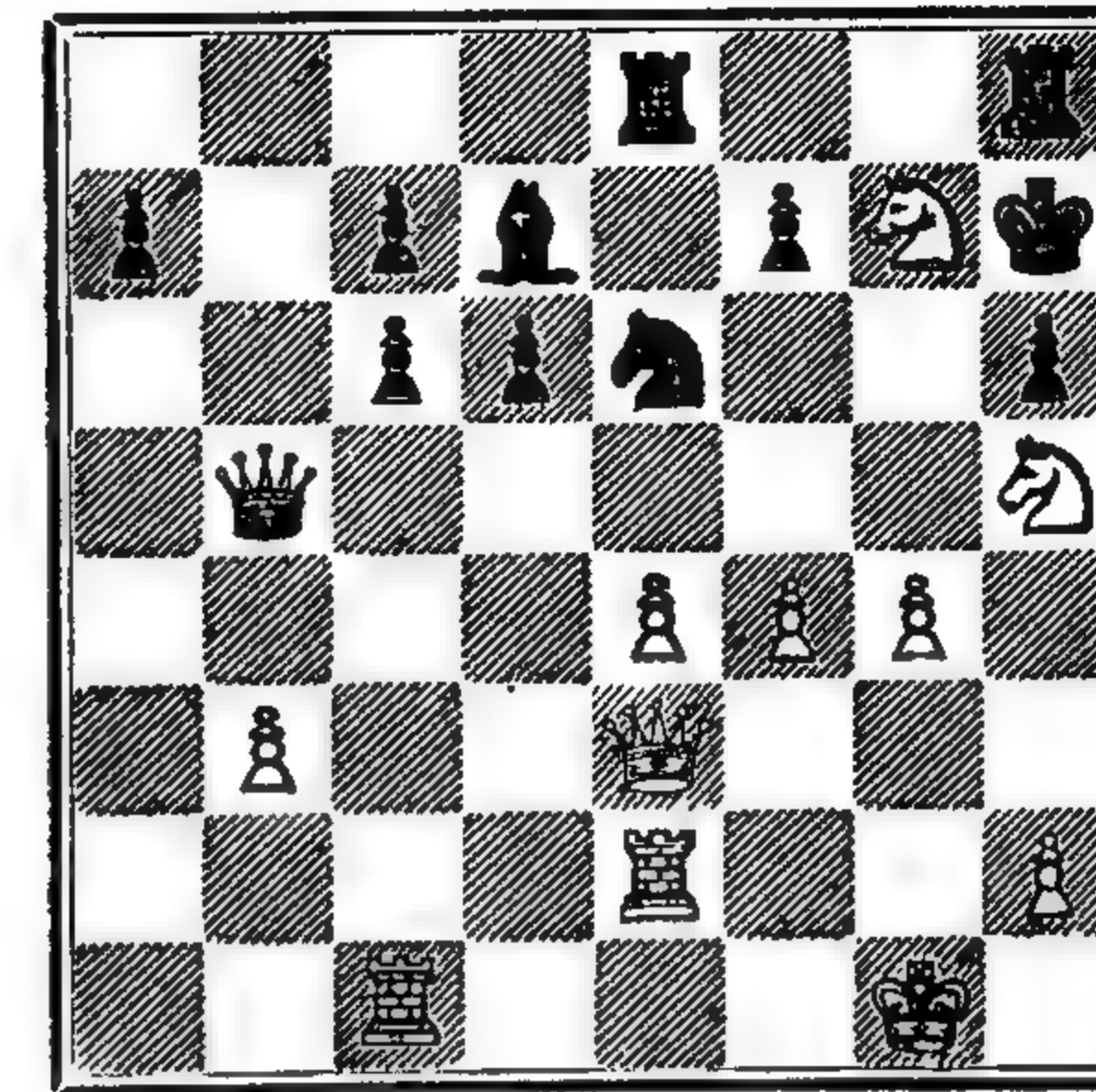
24. R—Q B Q—Kt 7
25. Kt—R 5

The march of this Kt is most remarkable. Even now it looks inoffensive, and yet it is this Kt that is going to decide the game.

25. R—K R

There was nothing better. If 25..P—Kt 4; 26 P—K 5, P—B 3; 27 Q—Q 3, and with proper play White will win. I do not give the variations because they are very long and complicated. If 25..P—Kt 3; 26 Q x P ch, K—Kt; 27 P—K 5, P x Kt (R 4); 28 P x P and White wins because there is no way to stop one of the Rooks from checking in the open Kt file,

26. R—K 2 Q—K 4
27. P—B 4 Q—Kt 4
28. Kt (B 5) x Kt P



Now at last the result of the moves of the Q Kt are clearly seen. This move marks the turning-point of the long combination initiated on the twenty-second move.

28. Kt—B 4

Weak, I expected Kt x Kt, when would have come: 29 Kt—B 6 ch, K—Kt 3; 30 Kt x B, P—B 3 (best); 31 P—K 5, K—B 2; 32 Kt x P, R—K 2; 33 Kt—K 4, and Black's position is untenable. A careful analysis and proper comparison will show that this combination taken as a whole is one of the longest and most difficult ever played over the board. These were the reasons that prompted the Committee to award me the Rothschild brilliancy prize.

29. Kt x R B x Kt
30. Q—Q B 3 P—B 3
31. Kt x P ch K—Kt 3

- | | |
|--------------|--------|
| 32. Kt—R 5 | R—Kt |
| 33. P—B 5 ch | K—Kt 4 |

Black should have resigned instead of continuing such a game.

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|----------------|--------|
| 34. Q—K 3 ch | K—R 5 |
| 35. Q—Kt 3 ch | K—Kt 4 |
| 36. P—R 4 mate | |

GAME No. 12.

Queen's Pawn Opening.

White: J. R. Capablanca. Black: D. Janowski.

- | | |
|-------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—K 3 | Kt—K B 3 |
| 3. Kt—K B 3 | P—B 4 |
| 4. P—B 4 | P—K 3 |
| 5. Kt—B 3 | B—K 2 |

There is something about this move that does not please me. The B will have, later on, to take the Pawn and thus lose a "tempo." Time is too valuable in chess to be thus squandered.

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|------------|---------|
| 6. P × B P | Castles |
| 7. P—Q R 3 | |

P × P at once seems better, because it prevents Black from making that same move, practically equalising the game.

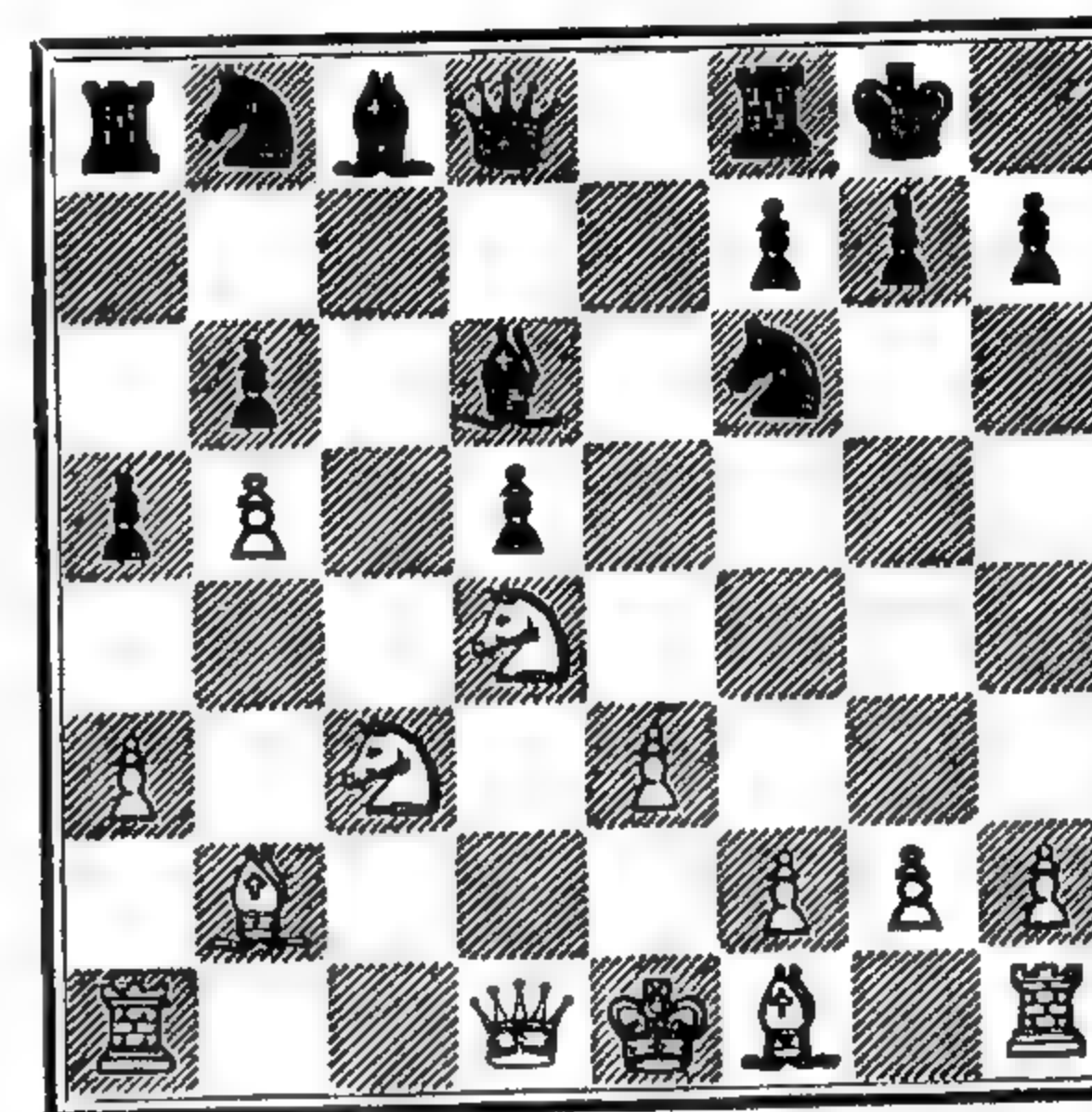
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|-------------|---------|
| 7. | B × P |
| 8. P—Q Kt 4 | B—K 2 |
| 9. B—Kt 2 | P—Q R 4 |

This move should only be played in case it is to be followed by P × P and Q × Q. As such was not the idea of Black, it consequently is weak.

- | | |
|------------|----------|
| 10. P—Kt 5 | P—Q Kt 3 |
| 11. P × P | P × P |

Black has now an isolated P and no compensation for it, a thing that should always be avoided.

- | | |
|------------|-------|
| 12. Kt—Q 4 | B—Q 3 |
|------------|-------|



13. B—K 2

A mistake, the cause of most of my future trouble. I saw at the time that P—Kt 3 seemed the proper continuation, but I became afraid of being criticised for creating such a formation of Ps on the K side, and hence the selection of this bad move against my better judgment.

It must be remembered that I was playing my first big tournament, and I did not want to be criticised for doing what poor players so often do. In this game I was for the first time in my life to have the feeling of being com-

pletely outplayed by my opponent; time after time, up to my twenty-third move, I would figure some reply of my adversary only to find out immediately that I was wrong, and that some other move that he had made was superior to the one I had thought best. After my twenty-third move until the end I played perfectly, with the exception of some few moves which I analysed during adjournment, which shows, by the way, that a good player will often see more by studying the possibilities over the board than by analysing and moving the pieces about.

13. B—K 3
14. B—B 3

Since later on I will find myself compelled to return with the B back to K 2, it would have been better to have left the B where it stood, and have simply castled.

14. R—R 2
15. Castles R—B 2
16. Q—Kt 3

Bad, as Black quickly demonstrates. R—B was probably the right move.

16. ∴ Q Kt—Q 2
17. K R—Q

I could not play either Kt × P, or Kt—B 6, as close analysis will show. I would have lost a piece in either case.

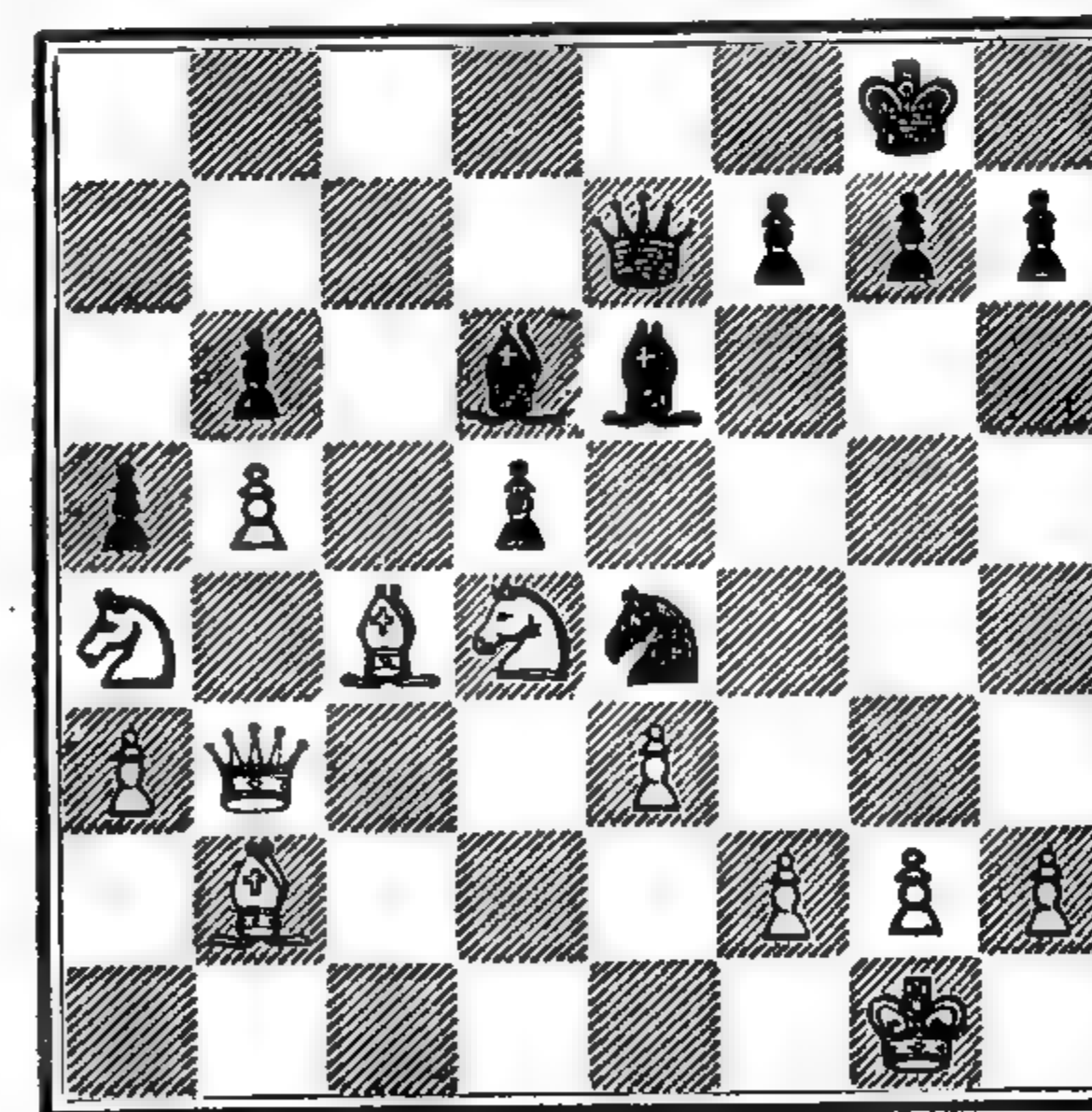
17. Kt—K 4
18. B—K 2 Q—K 2
19. Q R—B K R—B
20. Kt—R 4

This move has been criticised because it allows the coming combination. As a matter of fact, I had already seen what was coming, but I also felt sure that my only chance was to weather the storm. Any other way I was sure would lose. I therefore stood for all that was coming, certain that there was a defence to the terrific attack of Black, and that, at all events, it was my only chance.

20. R × R
21. R × R R × R ch
22. B × R Kt—K 5
23. B—Kt 2

Perhaps either P—B 3 or Kt × B, followed by P—B 3, would have held the game, but, at any rate, Black had an advantage.

23. Kt—B 5
24. B × Kt



24. B × P ch

The sacrifice is excellent, inasmuch as Black can, at least, draw the game by perpetual check. P × B would

not have been good, because White would then play Q—B 2 and have, at least, an even game.

25. K × B	Q—R 5 ch
26. K—Kt	Q × P ch
27. K—R 2	Q—Kt 6 ch
28. K—Kt	

If 28 K—R, B—R 6; 29 B—B, Kt—B 7 ch; 30 K—Kt, Kt—Kt 5 winning.

28.	P × B
29. Q—B 2	Q × K P ch
30. K—R 2	Q—Kt 6 ch
31. K—Kt	Q—K 8 ch
32. K—R 2	Q—Kt 6 ch
33. K—Kt	Q—K 8 ch
34. K—R 2	Kt—B 3
35. Kt × B	Q—R 5 ch
36. K—Kt	Q—K 8 ch
37. K—R 2	Q—R 5 ch

The repetition of moves was simply for the purpose of gaining time.

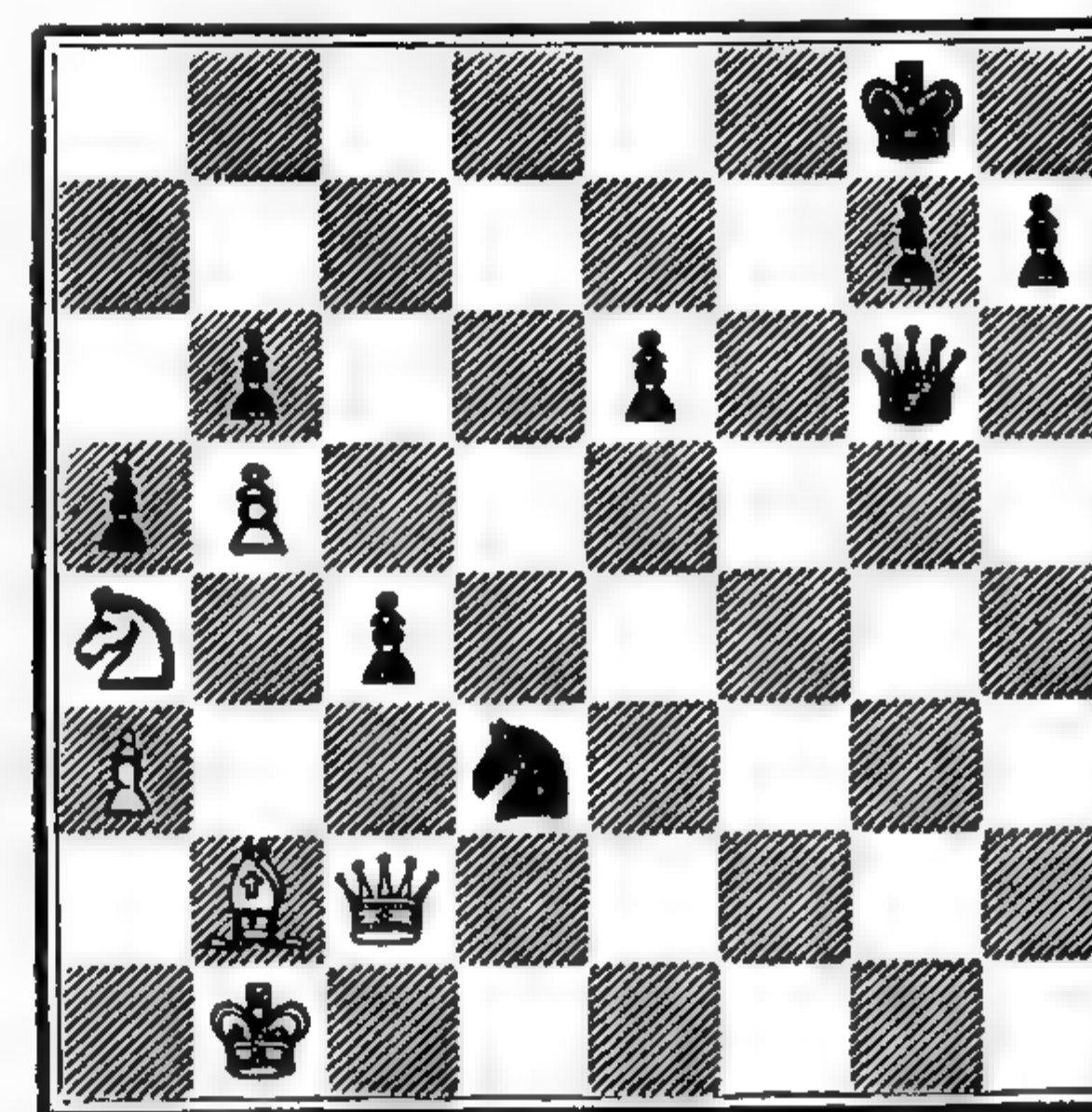
38. K—Kt	Kt—Kt 5
39. Q—Q 2	

The only move. If Q—B 3, Black would mate in two moves.

39.	Q—R 7 ch
40. K—B	Q—R 8 ch
41. K—K 2	Q × P ch
42. K—Q	Kt—B 7 ch
43. K—B 2	Q—Kt 3 ch

44. K—B	Q—KKt 8 ch
45. K—B 2	Q—Kt 3 ch
46. K—B	Kt—Q 6 ch
47. K—Kt	P × Kt
48. Q—Q B 2	

An error; K—R 2 would have given me, at least, a draw. Incidentally, it shows that my judgment was correct with respect to the possibility of warding off Black's terrific onslaught, as expressed in a previous note.



48.	P—R 4
49. B—Q 4	P—R 5
50. B × Q Kt P	P—R 6
51. B—B 7	P—K 4
52. P—Kt 6	

All this from move forty-eight on, is the result of the analysis during adjournment referred to in a previous note. It was not good, and Black could have won the game had he continued the attack in the same impeccable way as heretofore. Here Q × P ch, K—B; B—Q 6 ch,

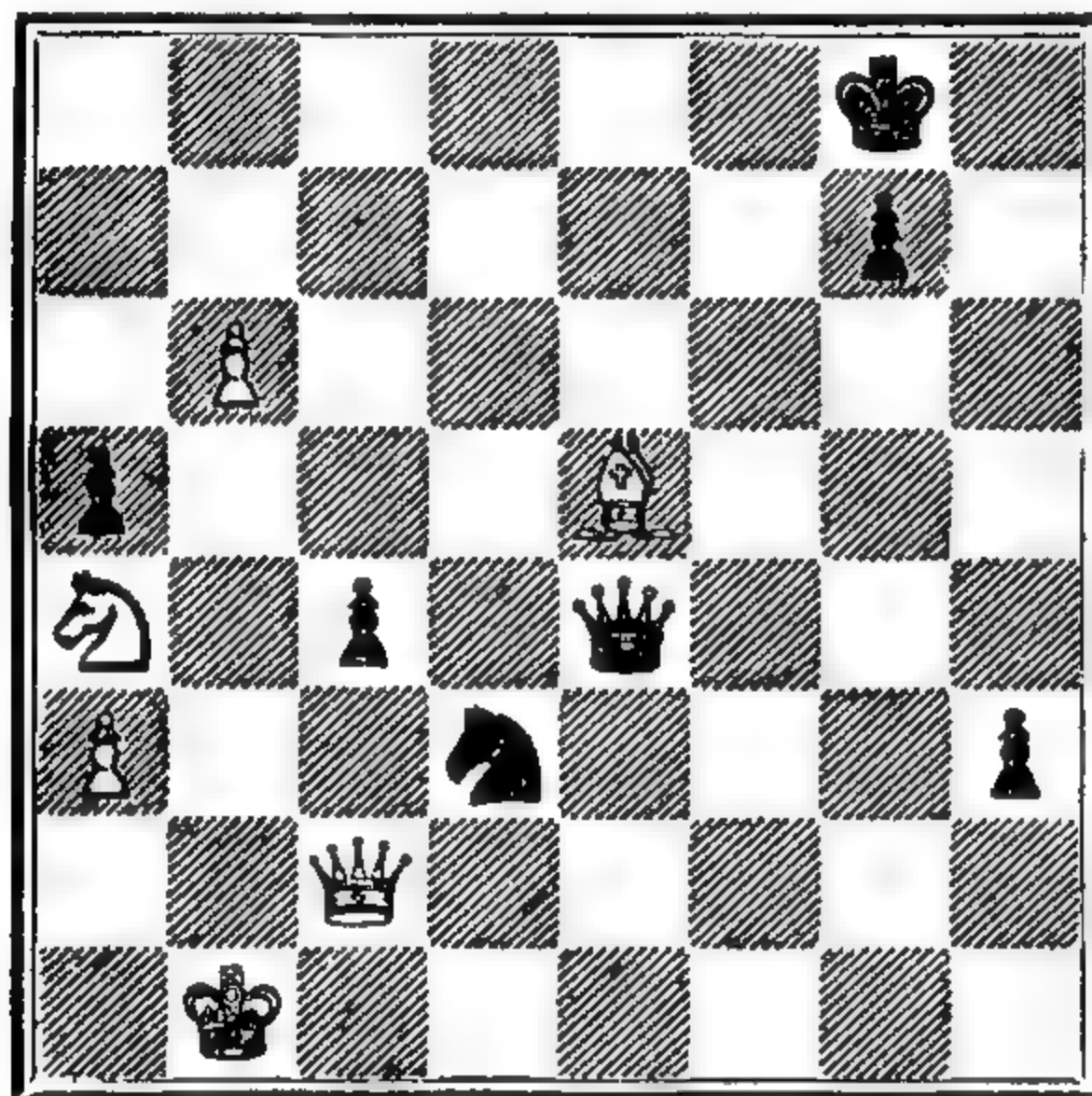
Q × B; Q—B 8 ch, K moves; Q × P would have given a better chance for a draw.

52.

Q—K 5

This move I had not properly considered, though it was the only one to win. Against Q—Q B 3 I had Kt—B 3, and in the same way I believe there would be a defence against any other move.

53. B × P



53.

Q—K 8 ch

Q—R 8 ch was the correct and winning move. For the first time Black since the attack started failed to make the best move to win. It has been said that the error was incomprehensible; as a matter of fact it has a very simple explanation, and very logical too. When Black played Q—K 5 he had done so to prevent the coming of my Kt into the game, as against Kt—B 3 he could play P—R 7 and win my Kt for a P, and then win the game without any trouble. Thus to him the force of the move lay in

the fact that while it prevented the further advance of my P, it also prevented my Kt from coming to the rescue, because of the check on K 8. This check was, therefore, the key to the situation in his mind; consequently he did not think that the greatest force of the move expanded upon the fact that from K 5 he could equally well go to R 8 and K 8, and that, while the last square was all important in one case, the other was vital in another case. The proof of this is that after the game Janowski analysed the position for two hours, and never saw where he had committed his fault. The other masters had to tell him. Burn had asked me if the move Q—R 8 ch had been considered, that he thought it would have won, and I told him that he was right, but that my opponent had never thought of it. We then talked about the move, and Janowski thus came to know of its force. He should not, however, be much blamed for it, as previous to this fault he had conducted the game as in the old days, when he was one of the most feared of all the players.

54. K—R 2

Kt × B

Janowski, like the other masters watching the game, never thought that it would be possible for me to obtain more than a draw out of the game, hence his not taking the last chance afforded him to draw by perpetual check with Kt—B 8 ch. Before continuing I should add that the end-game coming is perhaps the finest of its kind ever played over the board, and that for some unknown reason it has not been properly appreciated. It is a masterpiece, one of which I am very proud, and which should be very carefully studied. As I said, nobody thought at the time that the ending could be won.

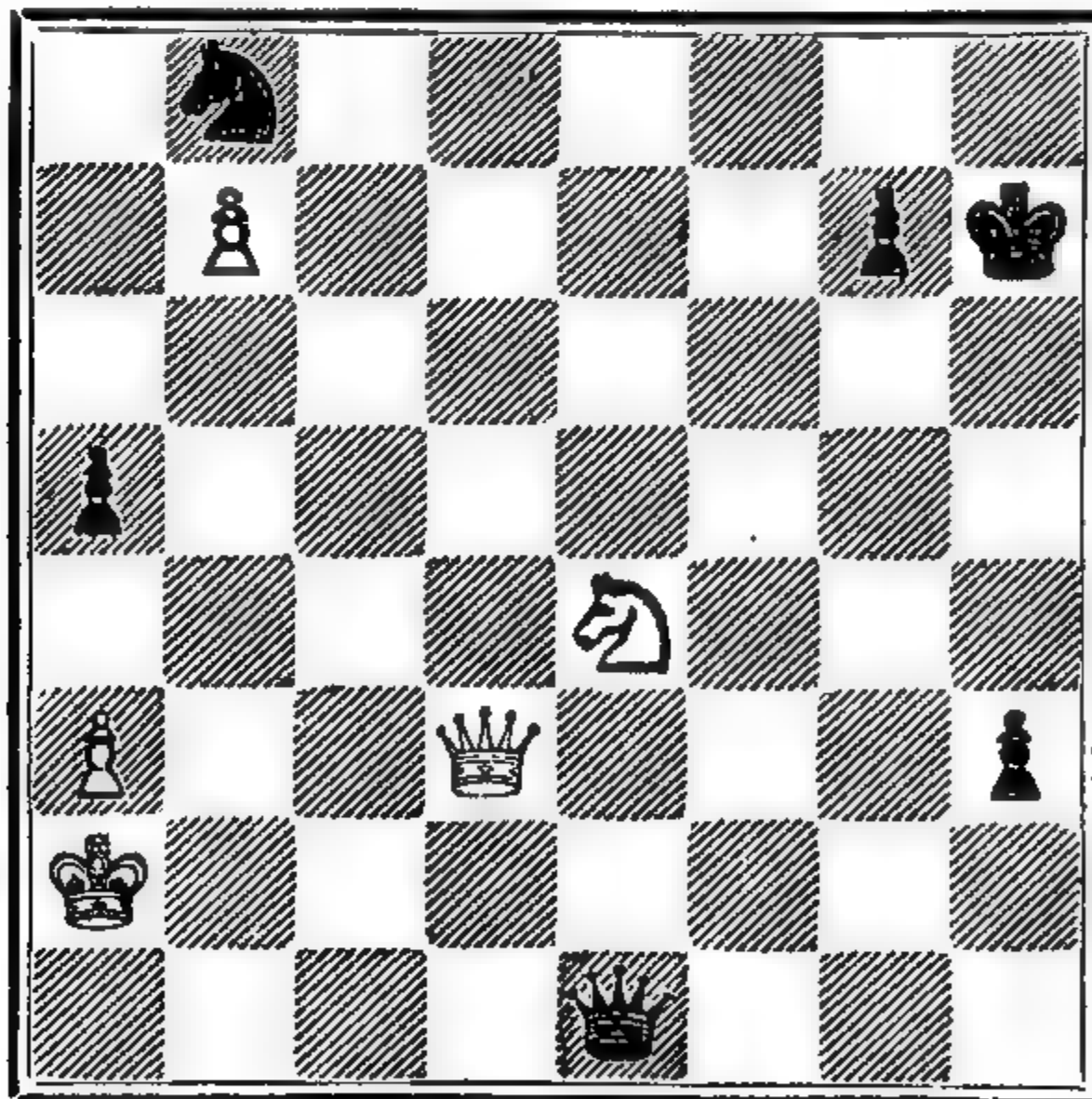
55. P—Kt 7 Kt—Q 2
 56. Kt—B 5

An all-important move. At first sight it looks as though Kt—Kt 6 would be better. A profound study will show that such is not the case.

56. Kt—Kt
 57. Q × P ch K—R
 58. Kt—K 4

The beauty of White's fifty-sixth move is now seen. Black has no check with his Q, nor can the P advance, because through a combination of checks I am threatening to win the Q or obtain a similar position to the one that I finally obtained in the game.

58. K—R 2
 59. Q—Q 3



59. P—Kt 3

If 59.. Q—R 5; 60 Kt—Kt 5 ch, K—R 3; 61 Kt—B 7 ch, K—R 4; 62 Q—B 5 ch, P—Kt 4; 63 Kt—K 5 and wins.

60. Q × P ch K—Kt 2
 61. Q—K B 3 Q—Q B 8

Black is desperate. His Q is useless at K 8, while White's is threatening all the time to come into the game with a series of checks that are bound to be fatal. He, therefore, makes a last attempt, threatening perpetual check at the first opportunity.

62. Q—B 6 ch K—R 2
 63. Q—B 7 ch K—R 3
 64. Q—B 8 ch K—R 4
 65. Q—R 8 ch K—Kt 5
 66. Q—B 8 ch Resigns.

A most interesting game, full of combinations and situations worth careful study. The game, besides, is most instructive in its three parts: opening, middle and end-game.

These two games are fine examples of my ability at the time. With respect to the quality of my game during the tournament my opinion is that I was already able to see the possibilities of a given position fully as well as any other. I could wade through very long combinations accurately, and see the chances for a successful attack. The direct attacks against the K were carried out without flaws. The endings were up to the highest standards, some players thinking that I played them better than Lasker himself, until then reputed to have no equal. I do not believe that I played them better, but just as well. I had to learn a great deal about openings, something about the mere play for position in the middle-game, where no combinations can be made, and to build up positions

capable of either holding or attacking successfully the enemy.

I also had to acquire the self-restraint and serenity that are only the product of long and continuous victories.

I had been ill during the latter part of the tournament, consequently, after a visit of two days to Bilbao, I took a rest of a few days before making a short trip through Germany. I then went to Buenos Aires to fulfil a two months' engagement with the Argentine Chess Club.

During this engagement I played many games with their best players, either single-handed or in consultation against me. Mr. Illa with Mr. M. A. Gelly in consultation obtained a draw, the rest of the games I won. In the next chapter are examples of them, with the notes I wrote at the time.

CHAPTER VI.

THE PERIOD OF TRANSITION.

GAME No. 13.

Queen's Pawn Opening.

White: J. R. Capablanca.

Black: Rolando Illa.

- | | |
|------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—K 3 | Kt—K B 3 |
| 3. Kt—Q 2 | P—K 3 |
| 4. B—Q 3 | P—B 4 |
| 5. P—Q B 3 | Kt—B 3 |
| 6. P—K B 4 | B—Q 3 |
| 7. Kt—R 3 | Castles |
| 8. Castles | Kt—K 2 |
| 9. K—R | B—Q 2 |
| 10. Kt—B 3 | B—B 3 |

If 10...Kt—K 5; 11 B × Kt followed by Kt—K 5.

11. Kt—K 5 Q—K

If 11...Kt—K 5; 12 Kt × B, Kt × Kt; 13 B × Kt, P × B; 14 Kt—Kt 5 winning a Pawn. The text move threatens to exchange the powerful White Bishop.

12. P—Q R 4

To prevent B—Kt 4 — also Kt—K 5. Thus: Kt—K 5; 13 P × P, B × P (Kt × P is not possible on account of B × P ch, followed by Q—R 5 ch and Kt—Kt 5); 14 P—Q Kt 4, B—Kt 3 (if B—Q 3, B × Kt winning a piece,

as Black cannot play $B \times Kt$ because $B \times P$ ch followed by $Q-R 5$ and $Kt-Kt 5$ would win); 15 $P-Kt 5$, $B-Q 2$; 16 $B \times Kt$, $P \times B$; 17 $Q \times B$ with a piece to the good.

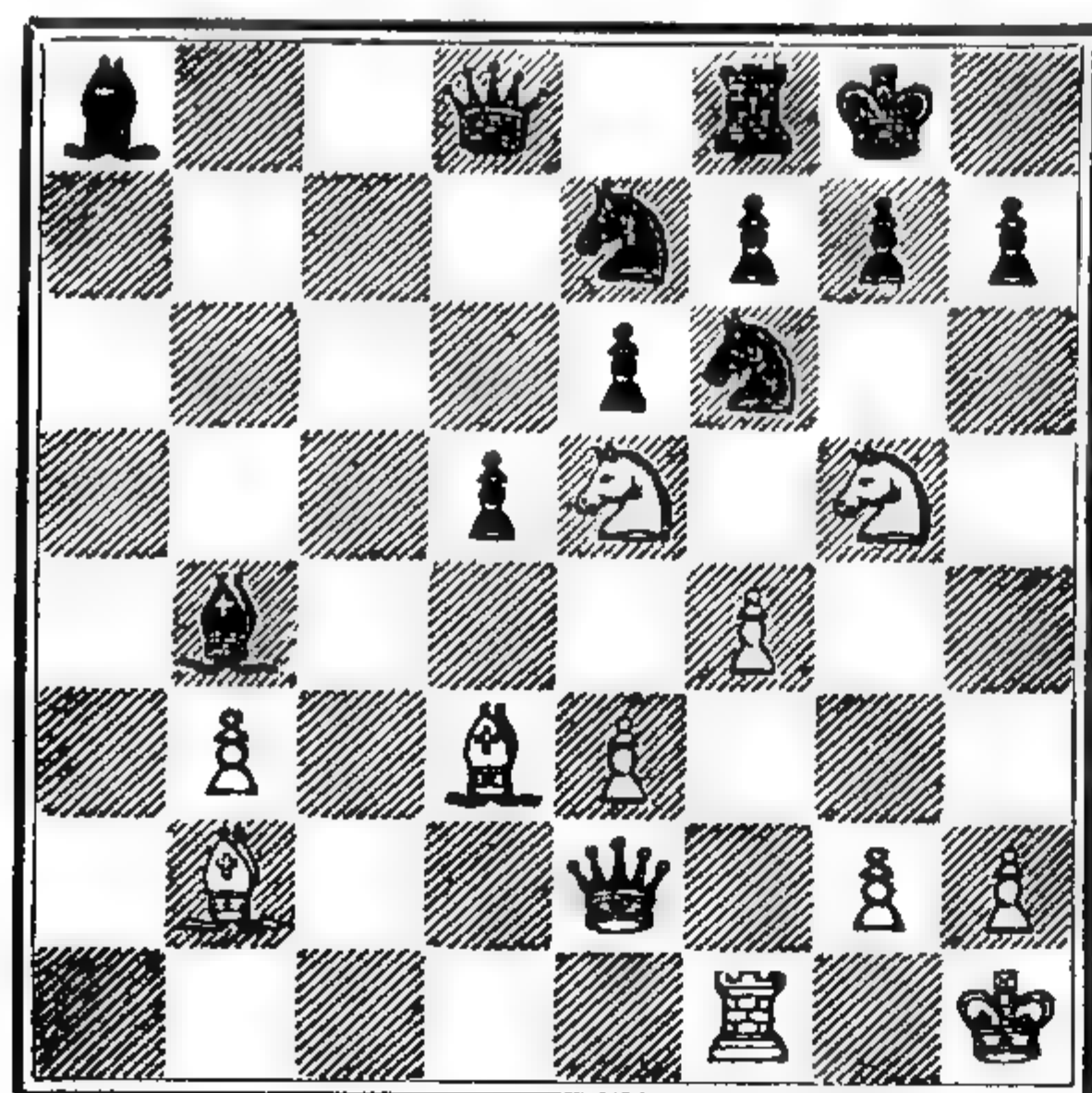
12.	$P-Q R 3$
13. $P-Q Kt 3$	$P-Q Kt 4$
14. $P \times Kt P$	$P \times Kt P$
15. $R \times R$	$Q \times R$
16. $P \times P$	$B \times P$
17. $Q-K 2$	$P-Kt 5$
18. $P \times P$	$B \times P$
19. $B-Kt 2$	$Q-Q$

$Kt-K 5$ was better.

20. $Kt-Kt 5$

White could have won a Pawn by $Kt \times B$ followed by $Q-B 2$, but the advantage did not satisfy me. The text move threatens $Kt \times B$ followed by $B \times Kt$.

20. $B-R$



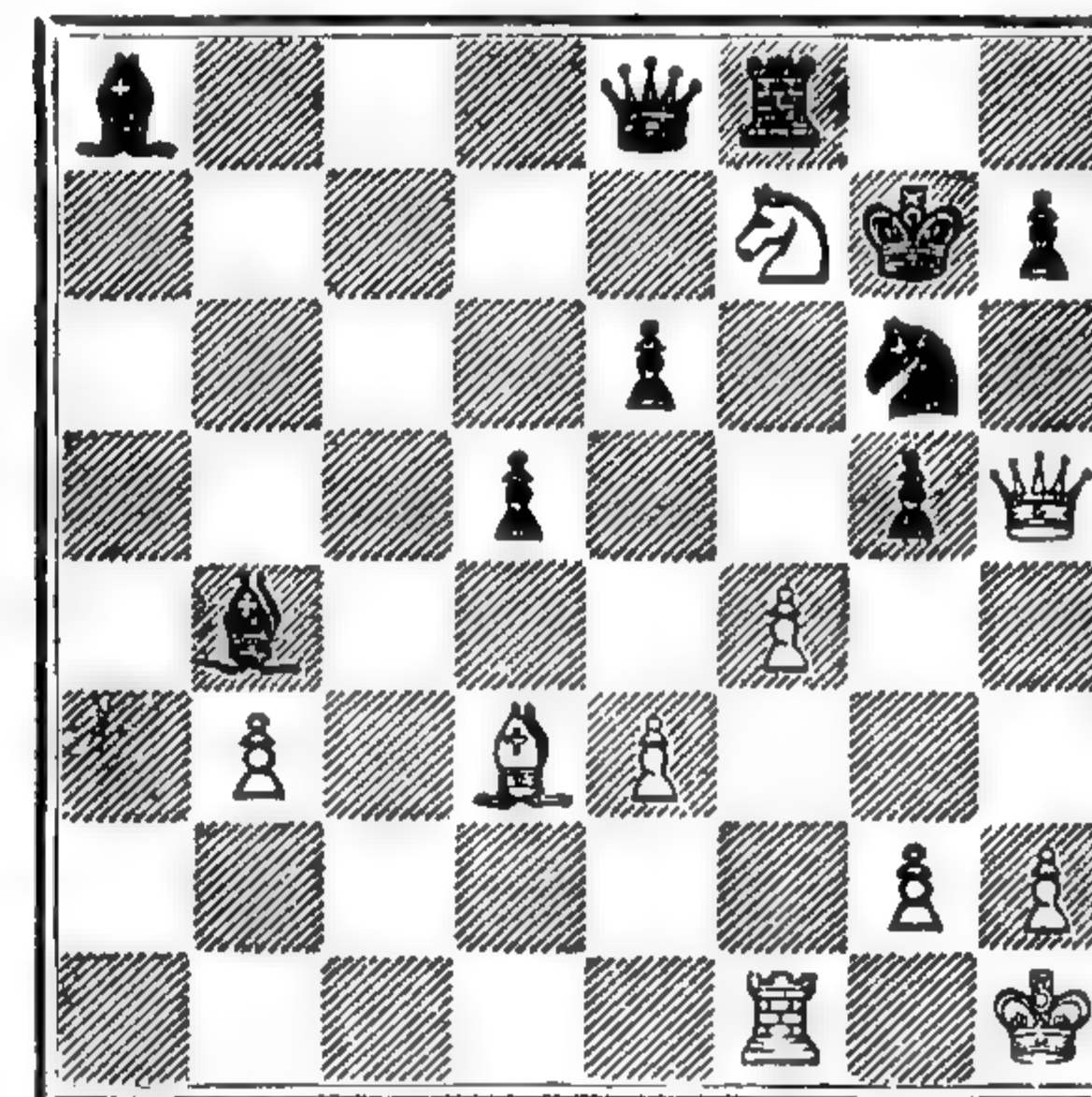
21. $Kt-Kt 4$

The position is very interesting and difficult. White has several continuations, but it is not easy to pick out the best.

21. $Kt-Kt 3$

Best, if $Kt-K 5$; $B \times Kt$, $P \times B$; $B \times P$, $K \times B$; $Q-Kt 2$ ch winning.

22. $B \times Kt (B 6)$	$P \times B$
23. $Kt-R 6$ ch	$K-Kt 2$
24. $Kt (R 6) \times P$	$Q-K$
25. $Q-R 5$	$P \times Kt$



26. $Q-R 6$ ch

$Kt \times P$ was the alternative, and if then $P R 3$, $R-R$ threatening $R \times B$ and also $R-R 7$ ch.

26. $K-Kt$

If $K \times Kt$; $Q \times P$ ch, when the following variations might have occurred: $K-B 3$; $B \times Kt$, $Q \times B$; $P \times P$ ch, $K-K 4$ (if $K \times P$, $P-R 4$ ch); $Q-B 7$ ch, $K-K 5$;

R × R threatening R × B and also Q—B 2 ch winning the Q.

Or, 26..K × Kt; 27 Q × P ch, K—B 3; 28 B × Kt, R—R; 29 P × P ch, K × P; 30 P—R 4 ch, K—Kt 5; 31 B—R 5 ch! K × P (if Q × B mate in 3 and if K—Kt 6 mate in 3 also); 32 R—B 4 ch, K—Kt 4; 33 R—Kt 4 ch, K—B 3; 34 Q—Kt 7 ch and mate next move.

There are a good many other variations, but I doubt very much if there is any way to save the game.

27. Kt × P

Resigns.

If Q—K 2; B × Kt, P × B; Q × P ch, Q—K Kt 2; Q × Q ch, K × Q; Kt × P ch, K—B 2; Kt × R, and with a R and four Pawns for two Bs White should have no trouble in winning.

GAME No. 14.

MAY 26, 1911.

Queen's Gambit Declined.

White: J. R. Capablanca.

Black: L. Molina.

- | | |
|-------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—Q B 4 | P—K 3 |
| 3. Kt—Q B 3 | Kt—K B 3 |
| 4. B—Kt 5 | Q Kt—Q 2 |
| 5. P—K 3 | P—B 3 |

An old defence, very seldom played now.

- | | |
|-----------|-------|
| 6. Kt—B 3 | B—K 2 |
| 7. P × P | |

Not good, Q—B 2 should now be played.

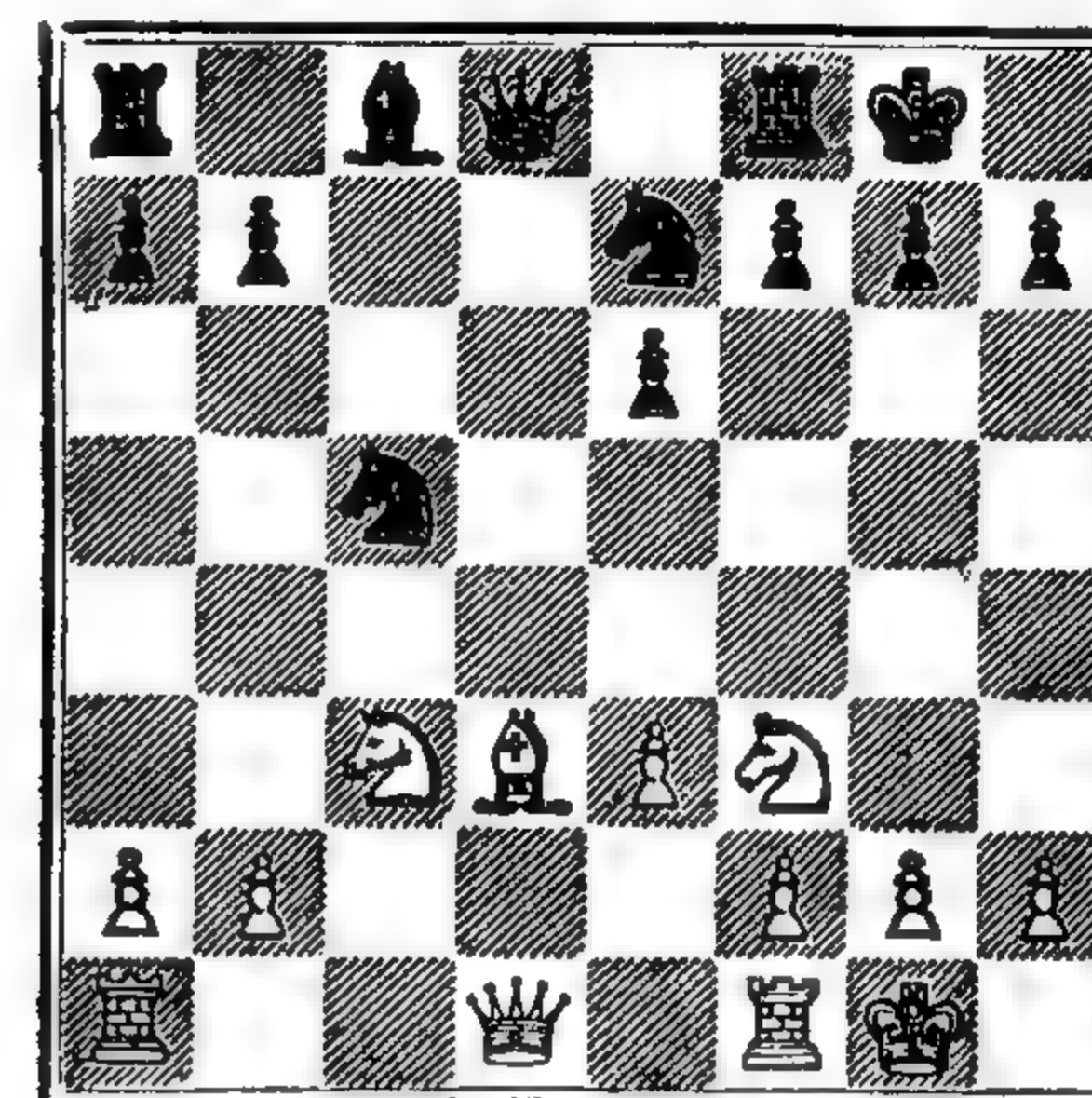
7. Kt × P

K P × P is the right way.

8. B × B Kt × B

Q × B was the alternative.

- | | |
|-------------|---------|
| 9. B—Q 3 | P—Q B 4 |
| 10. Castles | Castles |
| 11. P × P | Kt × P |



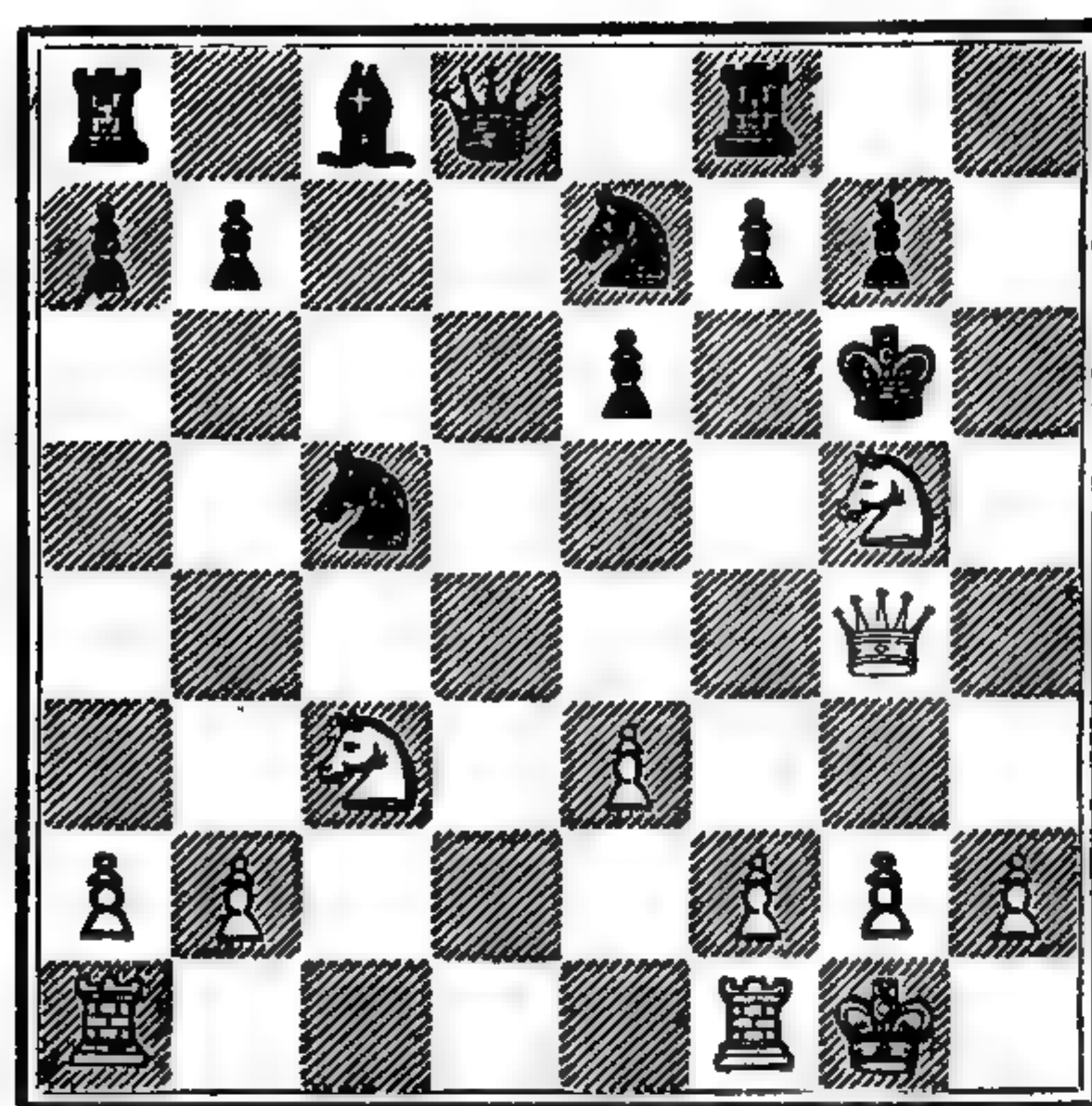
12. B × P ch

A combination somewhat out of the ordinary, as it is generally impossible, in well-balanced positions, to obtain an attack with only a few pieces in play. It should be noticed, however, that White can quickly bring a Rook and Knight to the attack. Altogether the combination seems sound.

- | | |
|----------------|--------|
| 12. | K × B |
| 13. Kt—Kt 5 ch | K—Kt 3 |

Best. If 13..K—R 3; 14 Kt × P ch wins the Queen, and if 13..K—Kt; 14 Q—R 5 with an irresistible attack.

14. Q—Kt 4



14. P—B 4

Again best. The tempting move P—K 4 would have been fatal. For example: 14.. P—K 4; 15 Kt—K 6 ch, K—B 3; 16 P—B 4! P—K 5 (best); 17 Q—Kt 5 ch, K × Kt; 18 Q—K 5 ch, K—Q 2; 19 K R—Q ch, Kt—Q 6; 20 Kt × P, K—B 3 (if K—K, Kt—Q 6 ch wins the Queen); 21 R × Kt, Q × R; 22 R—B ch, K—Kt 3 (if K—Q 2, mate in two); 23 Q—B 7 ch, and mate in five moves.

15. Q—Kt 3	K—R 3
16. Q—R 4 ch	K—Kt 3
17. Q—R 7 ch	K—B 3

If K × Kt; 18 Q × Kt P ch, and mate in a few moves.

18. P—K 4	Kt—Kt 3
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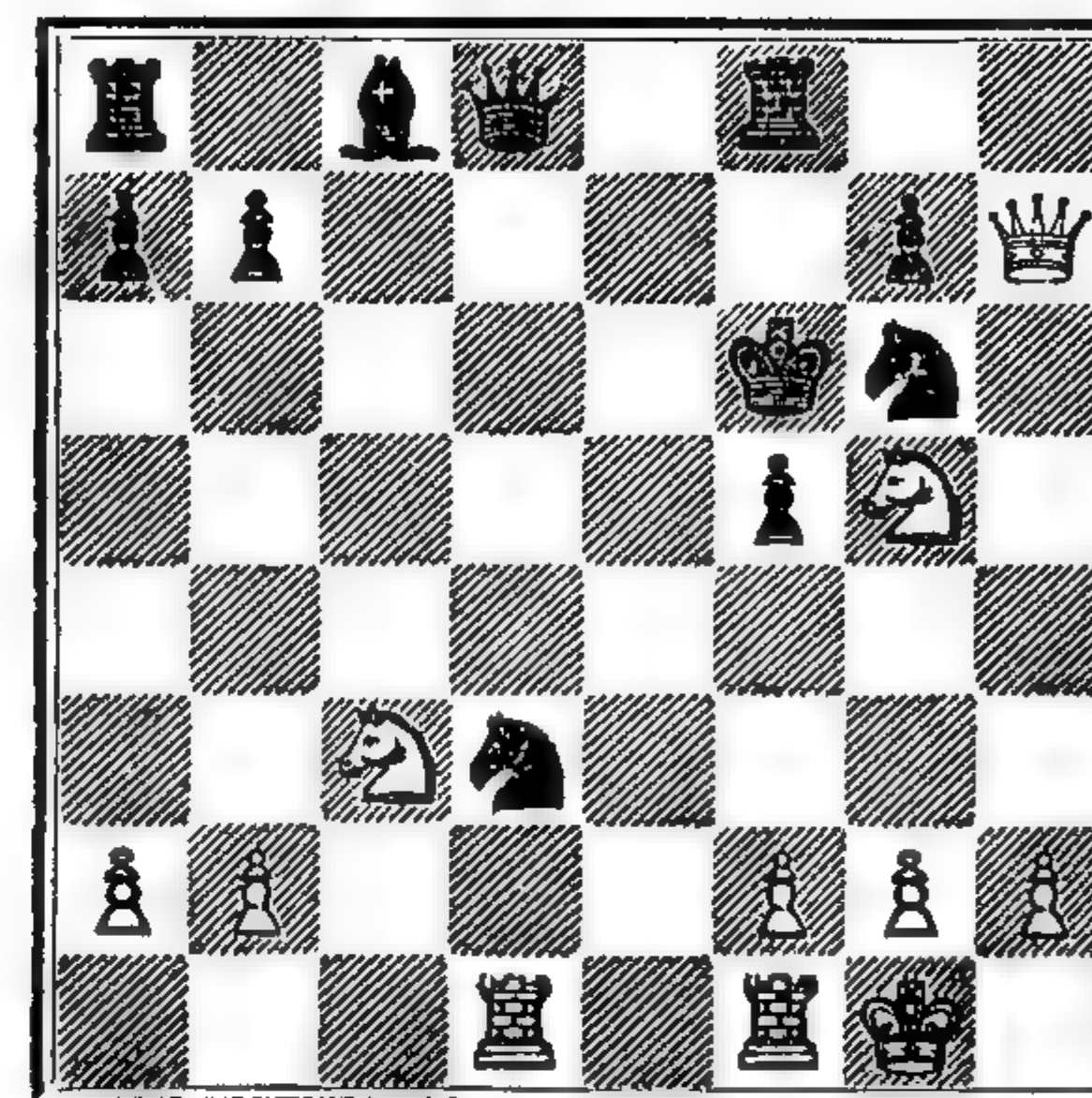
Best. Black defends very well here. He now threatens R—R.

19. P × P

P—B 4 was stronger, and if 19.. P × P; 20 Q R—Q, Q—Kt 3; 21 R—Q 6 winning.

19.	P × P
20. Q R—Q	Kt—Q 6

The only defence.



21. Q—R 3

Forced. Black threatens to win the Queen by R—R sq. It should be noticed that for five moves Black has been unable to capture the unprotected Knight.

21.	Kt (Q 6)—B 5
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The other Knight could also have been played.

22. Q—Kt 3	Q—B 2
23. K R—K	Kt—K 7 ch

A blunder, which loses right off; but the game could not be saved. For example: 23.. B—K 3; 24 R × B ch, Kt × R; 25 Kt—Q 5 mate, and if 23.. B—Q 2; 24 Kt—

Q 5 ch! Kt × Kt; 25 Kt—R 7 ch, K—B 2; 26 Q × Q, Kt × Q; 27 R × B ch, K—Kt; 28 Kt × R and wins.

24. R × Kt	Q × Q
25. Kt—R 7 ch	K—B 2
26. R P × Q	R—R
27. Kt—Kt 5 ch	K—B 3
28. P—B 4	Resigns.

After finishing in Buenos Aires I went to several cities of South America: Montevideo, Bahia Blanca, La Plata, and back to Montevideo, from where I returned to Europe, making a short tour in Holland, where I gave six simultaneous exhibitions in as many days, with an excellent result. My last performance was in Amsterdam, against twenty-five of their strongest players. After four hours' play I had lost one, drawn three, and won the rest, which was the more pleasing to me, as the President in his speech of introduction had said that they had gathered together the strongest team they could assemble in order to have my scalp.

From Holland I went to Copenhagen, through Hamburg and Kiel, then back through Germany and Austria to France and England, where I finally took the steamer that was to bring me back to the States and Cuba, my home.

During 1912 and 1913 I took part in several small tournaments, and made some tours either in the States or Cuba. My best performance was in New York, in a tournament in 1913, where I won all my thirteen games, a thing that had only been accomplished by Lasker, also in New York. Of course, apart from Duras, none of the players were of the first rank, but most of them were

good strong players, that could not be so easily overpowered.

Here are a few of my best games in those tournaments.

NATIONAL MASTERS TOURNAMENT, NEW YORK.

GAME No. 15.

JANUARY 28, 1913.

Irregular.

White: H. Kline. Black: J. R. Capablanca.

1. P—Q 4	Kt—K B 3
2. Kt—K B 3	P—Q 3

Merely with the idea of taking the game out of the usual lines. At that time this peculiar defence had not been played or analysed as much as it was later on. Now nearly every player is familiar with it.

3. P—B 3

Certainly not the best. B—B 4 would be far better.

3.	Q Kt—Q 2
4. B—B 4	P—B 3
5. Q—B 2	Q—B 2
6. P—K 4	P—K 4
7. B—Kt 3	B—K 2
8. B—Q 3	Castles
9. Q Kt—Q 2	R—K

- | | |
|-----------------|--------|
| 10. Castles K R | Kt—R 4 |
| 11. Kt—B 4 | B—B 3 |
| 12. Kt—K 3 | Kt—B |
| 13. P × P | P × P |
| 14. B—R 4 | |

This B has been moved too often, which proves White's plan to be faulty. Black's idea is to post a Knight at K B 5, and this he accomplishes.

- | | |
|--------------|-----------|
| 14. | Q—K 2 |
| 15. B × B | Q × B |
| 16. Kt—K | Kt—B 5 |
| 17. P—K Kt 3 | Kt—R 6 ch |
| 18. K—R | P—K R 4 |

Black wishes to carry on the attack without losing control of his K B 4, which would result should he push on the K—Kt P at once.

19. Kt (K 3)—Kt 2 P—K Kt 4

Now White will have to go back in order to post his Knight at K B 5, and Black can use the time to good advantage.

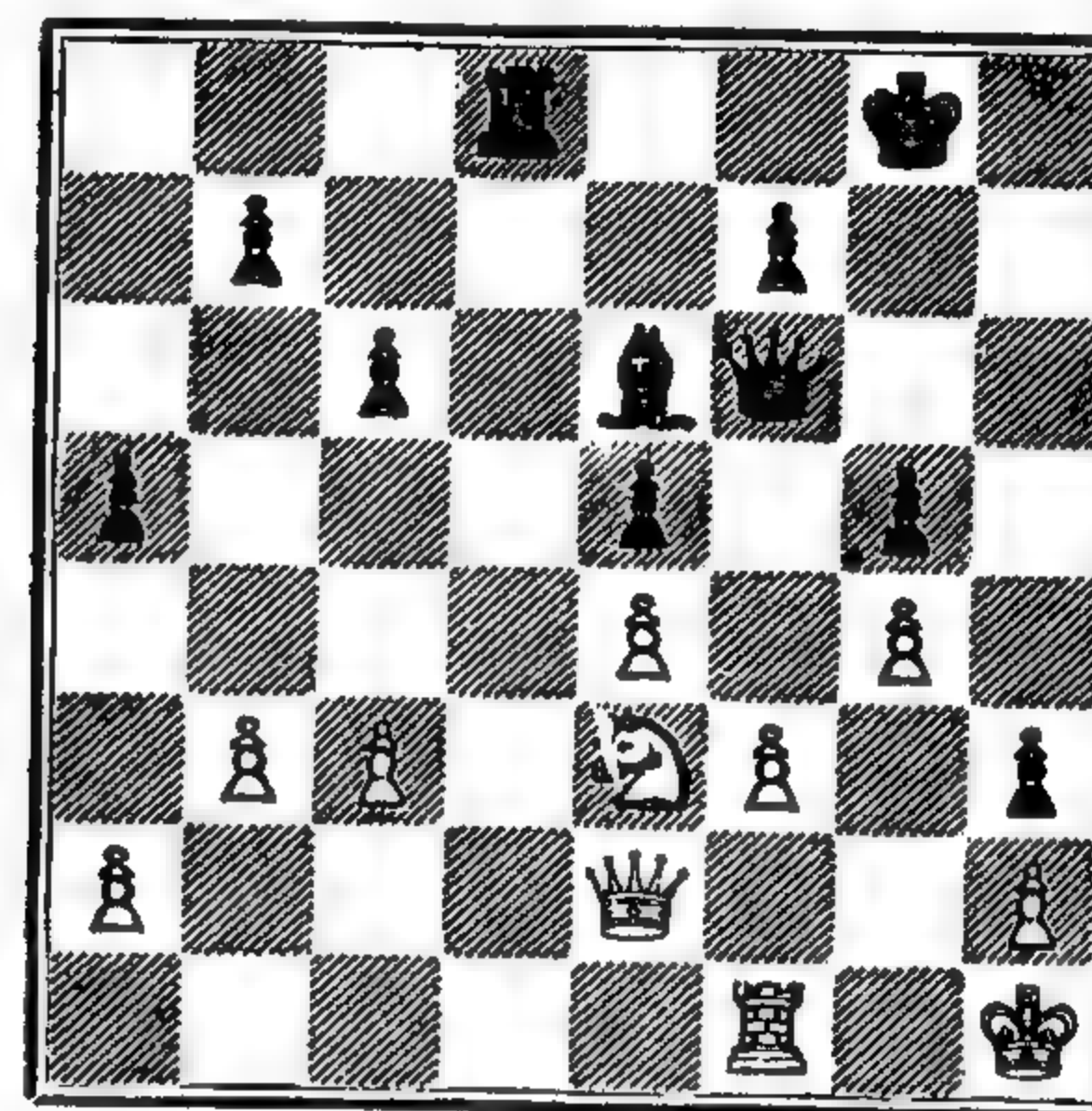
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|---------------|--------------|
| 20. P—B 3 | Kt—Kt 3 |
| 21. Kt—K 3 | P—R 5 |
| 22. P—K Kt 4 | Kt (R 6)—B 5 |
| 23. R—B 2 | Kt × B |
| 24. Kt × Kt | B—K 3 |
| 25. R—Q | K R—Q |
| 26. P—Kt 3 | Kt—B 5 |
| 27. Kt—K Kt 2 | |

Kt × Kt was better.

- | | |
|------------|---------------|
| 27. | Kt × Kt (Q 3) |
| 28. R × Kt | R × R |
| 29. Q × R | R—Q |

Not B × K Kt P; because of Kt × P, P × Kt; R—K Kt 2.

- | | |
|------------|-------|
| 30. Q—K 2 | P—R 6 |
| 31. Kt—K 3 | P—R 4 |
| 32. R—B | |



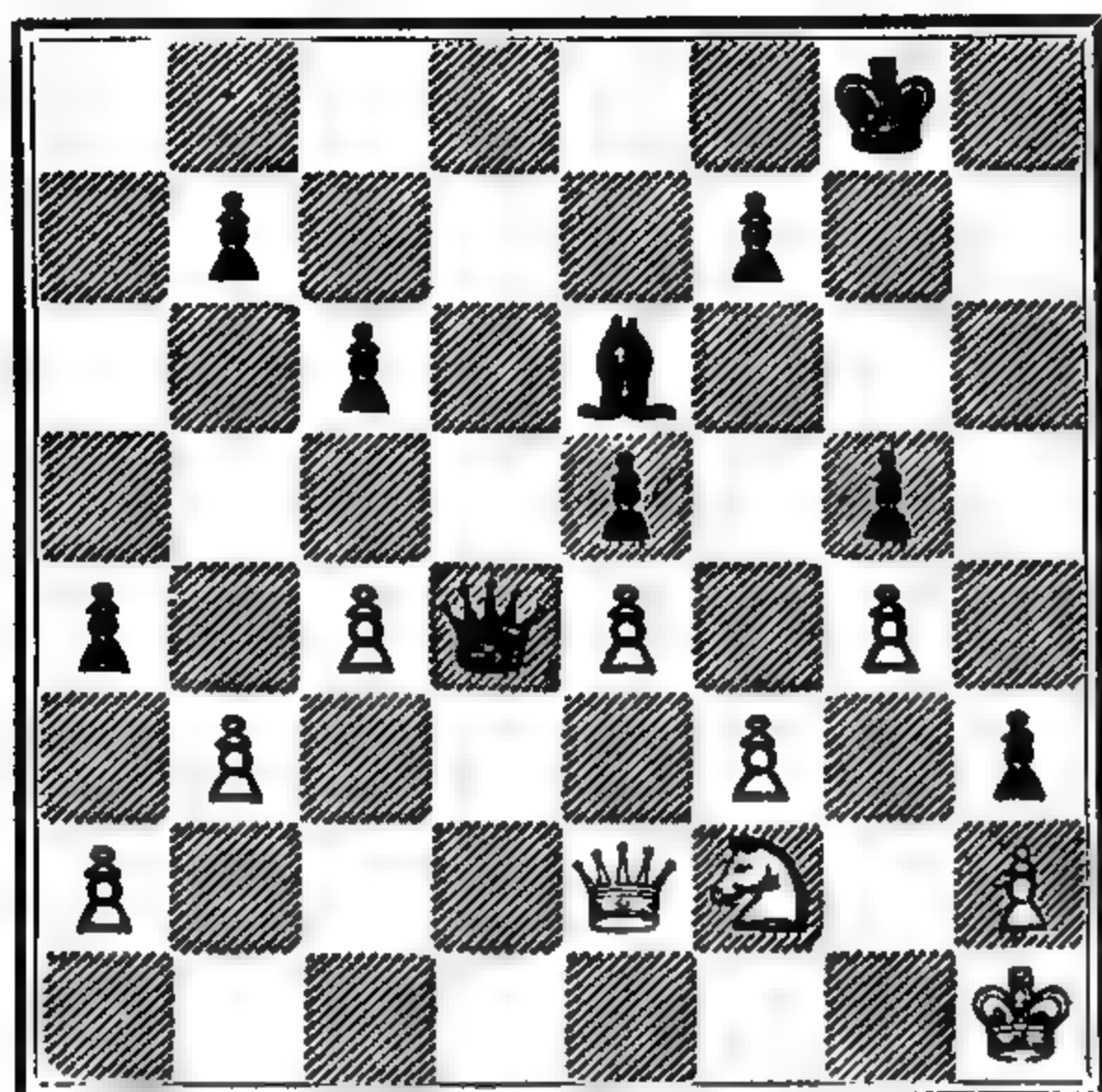
32. P—R 5

Black must try to win by breaking up White's Q side. If P × P, Q—B 5 threatening R—R, which will regain the P with advantage.

- | | |
|-------------|----------|
| 33. P—Q B 4 | R—Q 5 |
| 34. Kt—B 2 | R—Q 2 |
| 35. Kt—K 3 | Q—Q |
| 36. R—Q | R × R ch |
| 37. Kt × R | Q—Q 5 ! |

The winning move. The student should, from now on, examine the ending move by move.

38. Kt—B 2



- | | |
|--------------|----------|
| 38. | P—Kt 4 |
| 39. B P × P | R P × P |
| 40. R P × P | B × QKtP |
| 41. Kt × P | B—Q 8 |
| 42. Q—B | P × P |
| 43. K—Kt 2 | P—Kt 5 |
| 44. Q—Kt 5 | P—Kt 6 |
| 45. Q—K 8 ch | K—Kt 2 |
| 46. Q—K 7 | P—Kt 7 |

The forward march of the Pawn is remarkable.

- | | |
|---------------|--------|
| 47. Kt × P | B—Kt 6 |
| 48. Kt × P | B × Kt |
| 49. Q—Kt 5 ch | K—B |
| 50. Q—R 6 ch | K—K 2 |
| 51. Q—Kt 5 ch | K—K |
| Resigns. | |

MASTERS TOURNAMENT AT HABANA.

GAME No. 16.

FEBRUARY 13, 1913.

Awarded the Brilliancy Prize.

Irregular.

White: J. Corzo.

Black: J. R. Capablanca.

- | | |
|-------------|----------|
| 1. P—Q 4 | Kt—K B 3 |
| 2. P—Q B 4 | P—Q 3 |
| 3. Q Kt—B 3 | Q Kt—Q 2 |
| 4. P—K 4 | P—K 4 |
| 5. P—K B 4 | |

Of doubtful value, although at first glance it appears very strong.

- | | |
|---------|---------|
| 5. | P × Q P |
|---------|---------|

Essential before White plays Kt—B 3 or B P × P, which would leave Black a very bad game.

- | | |
|----------|--------|
| 6. Q × P | Kt—B 4 |
| 7. B—K 3 | Q—K 2 |

An unusual move, but very valuable in this instance, as it compels White to defend the weak K P, thus hampering his development. If White plays now P—K 5, Kt—Kt 5.

- | | |
|-------------|---------|
| 8. Kt—Q 5 | Kt × Kt |
| 9. K P × Kt | B—B 4 |

Not P—K Kt 3 because of Castles Q R, which he should nevertheless do at once, instead of Kt—B 3.

- | | |
|------------|------------|
| 10. Kt—B 3 | P—K Kt 3 ! |
|------------|------------|

With this move Black obtains the attack, as, should White castle, B—Kt 2 gives Black a very strong game. From now on there are a series of brilliant moves which should be very carefully studied.

- | | |
|-----------|-----------|
| 11. K—B 2 | R—K Kt |
| 12. R—K | B—Kt 2 |
| 13. Q—Q | Kt—K 5 ch |
| 14. K—Kt | K—B |

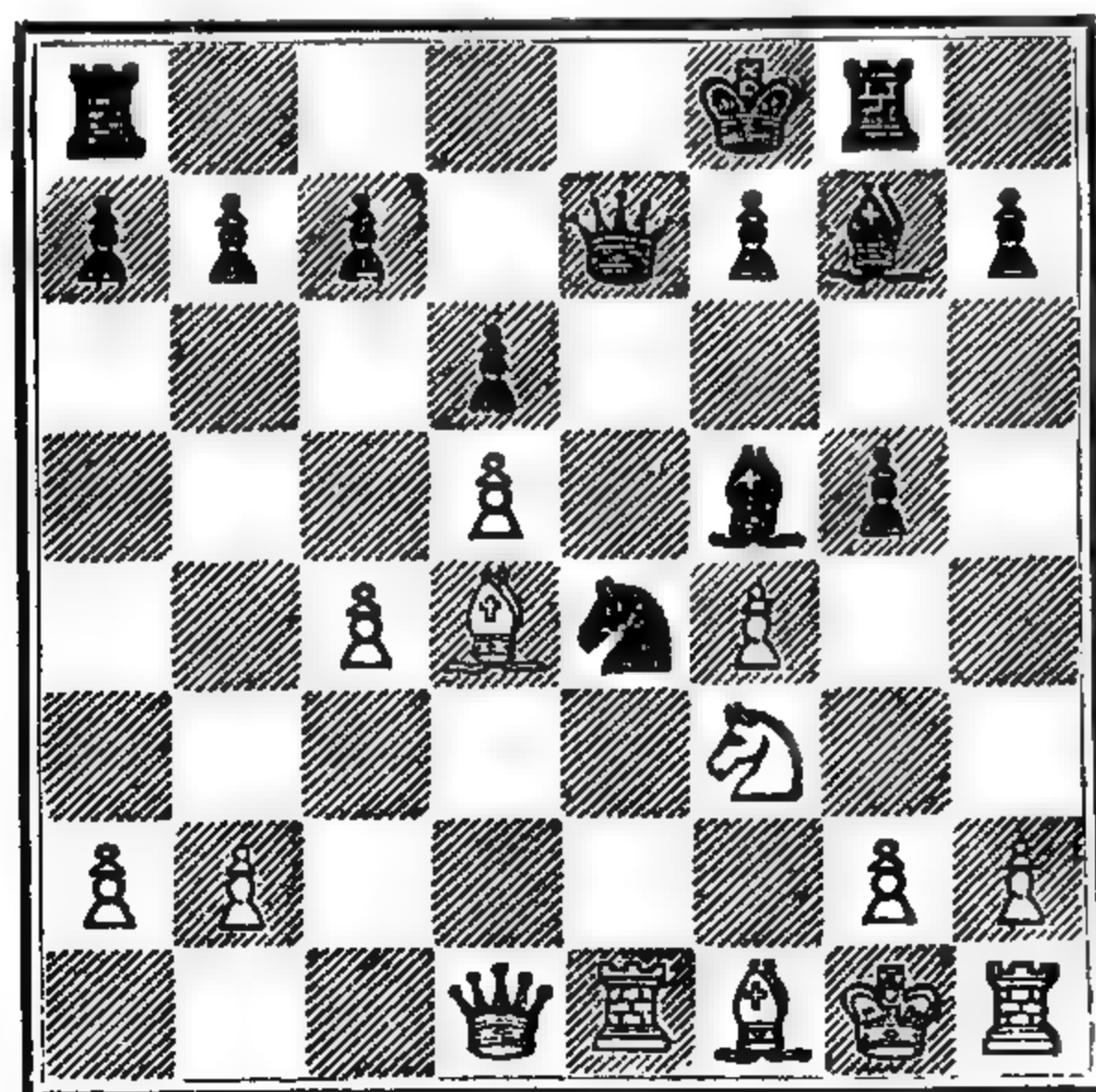
Not Castles Q R, which would expose Black to very strong attacks.

15. B—Q 4

Excellent, for eight moves at least, White plays perfectly in a most difficult position.

15. P—K Kt 4 !

The only way to keep up the attack and obtain the upper hand.



16. B × B ch

If Kt × P, B × B ch; Q × B, Kt × Kt; R × Q, Kt—R 6 mate.

If 16 P × P, Kt × P; 17 R × Q, Kt—R 6 ch; 18 P × Kt, B × B mate.

If 16 P × P, Kt × P; 17 Kt × Kt, B × B ch; 18 Q × B, Q × R.

If 16 P × P, Kt × P; 17 B × B ch, R × B; 18 Kt × Kt, Q × Kt with advantage; and finally if 16 B—Q 3; P × P gives Black the advantage.

- | | |
|-------------|-------|
| 16. | R × B |
| 17. Kt—Q 4 | B—Q 2 |
| 18. P—K B 5 | |

If B—Q 3, P—K B 4; B × Kt, P × B; P—K B 5, Q—K 4; Kt—K 6 ch, B × Kt; B P × B, P—Q B 3.

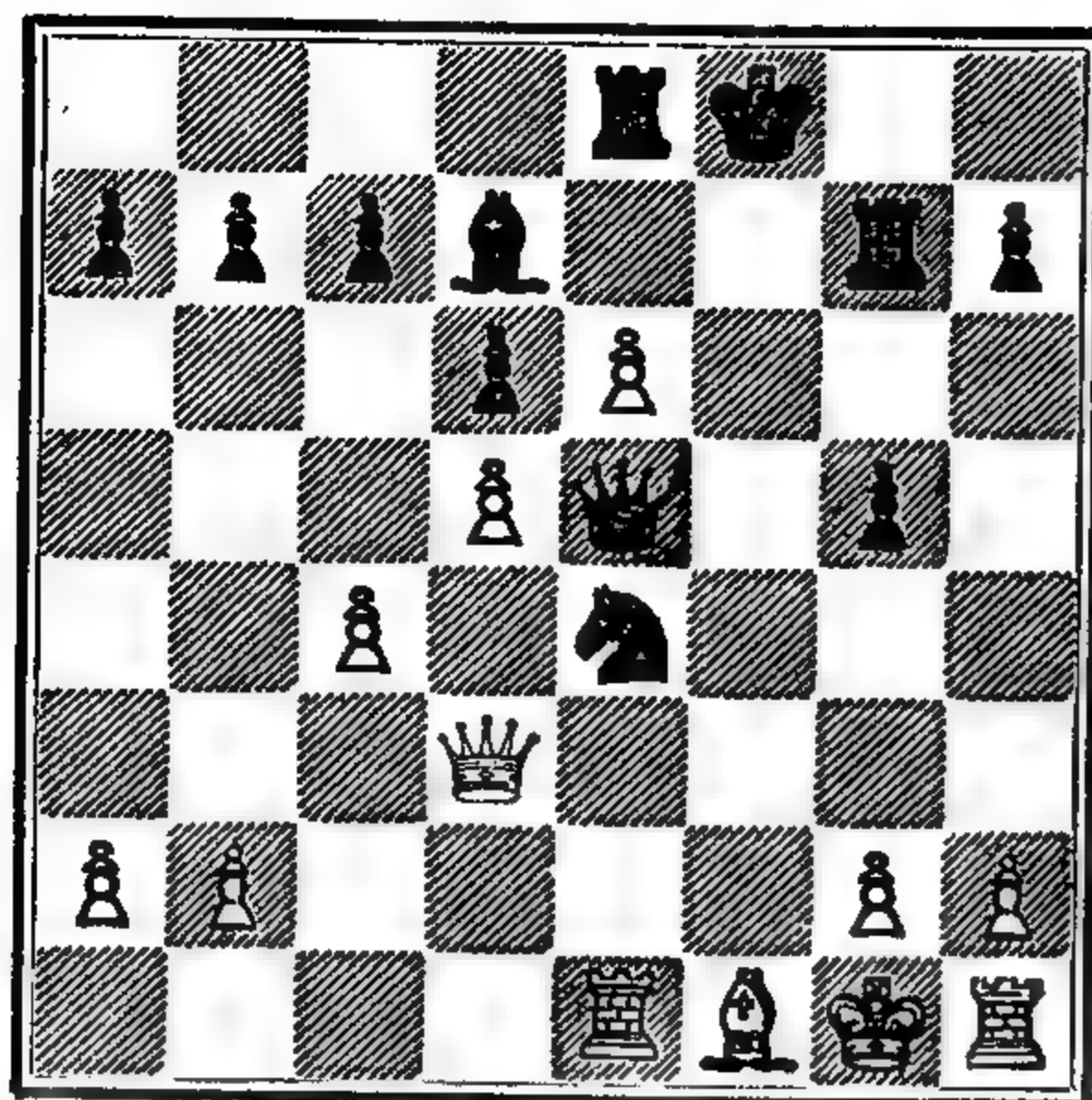
18. Q—K 4

Black could also play P—B 4, for if then P × P e.p. P × P; and the Kt at K 5 can be defended by P—Q 4, and if against P—B 4, Kt—K 6 ch, P × Kt, R × Kt, P—K 4 with an excellent game.

19. Q—Q 3 R—K

Purposely done with the idea of sacrificing the exchange later on. Black could have simply played Kt—B 4; and then if R × Q, Kt × Q; R—K 2, Kt—K 4; and the White P at B 5 would be weak.

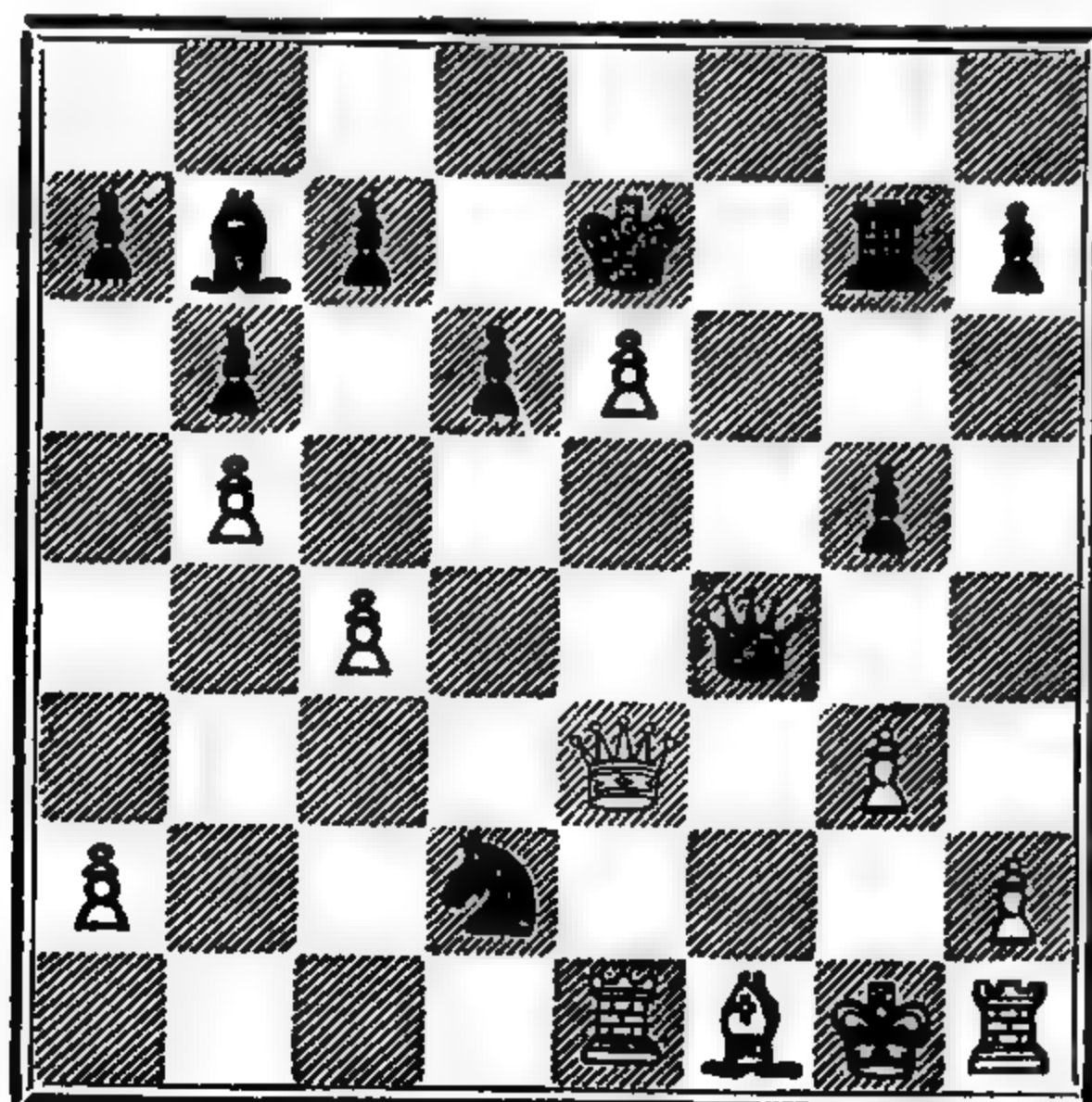
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|---------------|---------|
| 20. Kt—K 6 ch | P × Kt |
| 21. B P × P | |
| 21. | R × P ! |



22. P × R B—B 3
 23. Q—B 3 ch Q—B 5 !
 24. Q—K 3

If Q × Q, P × Q; P—K R 4, P—B 6; R—Q, P—B 7 ch; K—R 2, Kt—Kt 6; R—Q 2, Kt × R; K × Kt, R × P !

24. K—K 2
 25. P—Q Kt 4 P—Kt 3
 26. P—Kt 5 B—Kt 2
 27. P—Kt 3 Kt—Q 7 !



28. Q—Q B 3

A very excusable error after all that White has been through. B—Kt 2 was best when the game might have continued thus: Q × Q; R × Q, Kt × P; R—Q B 3, B × B; K × B, P—Q 4.

28. Kt—B 6 ch
 29. K—B 2 Q—B

The retreat overlooked by White when he played his twenty-eighth move: Q—Q B 3.

30. P—B 5 Kt—K 4 ch
 31. K—Kt Kt—B 6 ch
 32. K—B 2 Kt P × P
 33. Q—R 5 Kt—K 4 ch
 34. K—Kt Q—B 6
 35. Q × P ch K—B 3
 36. Q × Q P Q × R ch
 37. K—B 2 Q × P ch
 Resigns.

MASTERS TOURNAMENT AT THE RICE CHESS CLUB.

GAME No. 17.

JULY, 1913.

Ruy Lopez.

White: J. R. Capablanca.

Black: O. Chajes.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | P—Q R 3 |
| 4. B—R 4 | Kt—B 3 |
| 5. Castles | P—Q Kt 4 |

It is doubtful whether this move can be safely played. Kt × P or B—K 2 are the recognised lines of play. The Ruy Lopez is an exceedingly difficult game for Black at best, and therefore alterations of this nature in the order of moves are not to be recommended.

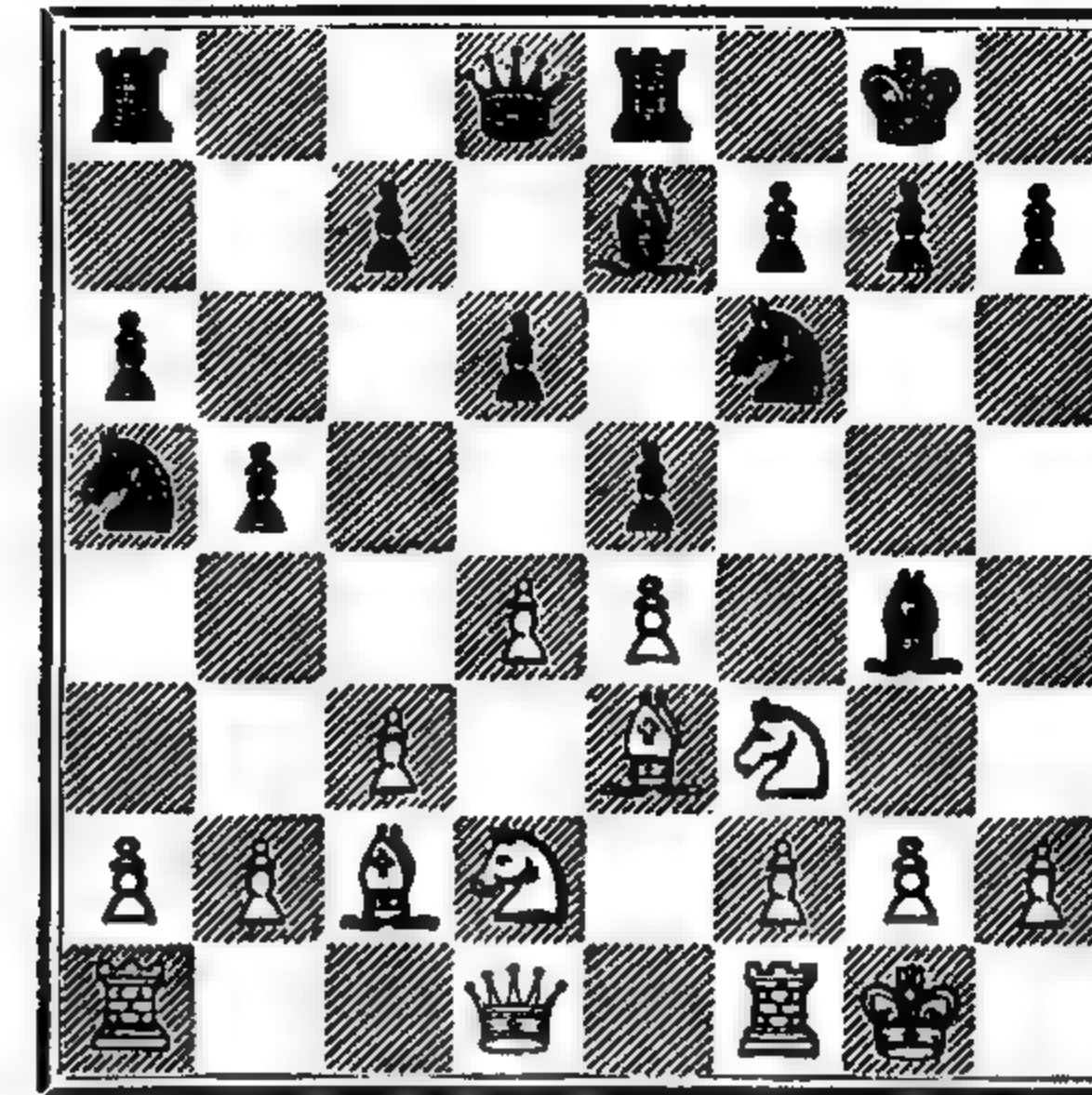
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|------------|---------|
| 6. B—Kt 3 | B—K 2 |
| 7. P—Q 4 | P—Q 3 |
| 8. P—Q B 3 | B—Kt 5 |
| 9. B—K 3 | Castles |

If Kt × K P; B—Q 5, Q—Q 2; P × P will give White the better game.

- | | |
|--------------|----------|
| 10. Q Kt—Q 2 | Kt—Q R 4 |
| 11. B—B 2 | R—K |

There was no reason for the previous move unless

Black intended playing P—B 4 now. After the next move Black's game goes from bad to worse.



12. P—Kt 4 ! P × P

If Kt—B 5; Kt × Kt, P × Kt; P × P, and White will soon win a Pawn. If 12..Kt—B 3; P—Q 5, Kt—Kt; P—Q R 4, Q Kt—Q 2; P × P, P × P; Q—K 2, and the Q Kt P is lost. If 12..Kt—Kt 2; the Kt is completely out of play.

- | | |
|-------------|--------|
| 13. P × P | Kt—B 3 |
| 14. P—Q R 3 | B—K B |
| 15. R—B | Kt—K 2 |

Black wants to bring the Kt to the defence of his K side, and also to get it away from the line of the White Rook. The alternative was Q—Q 2.

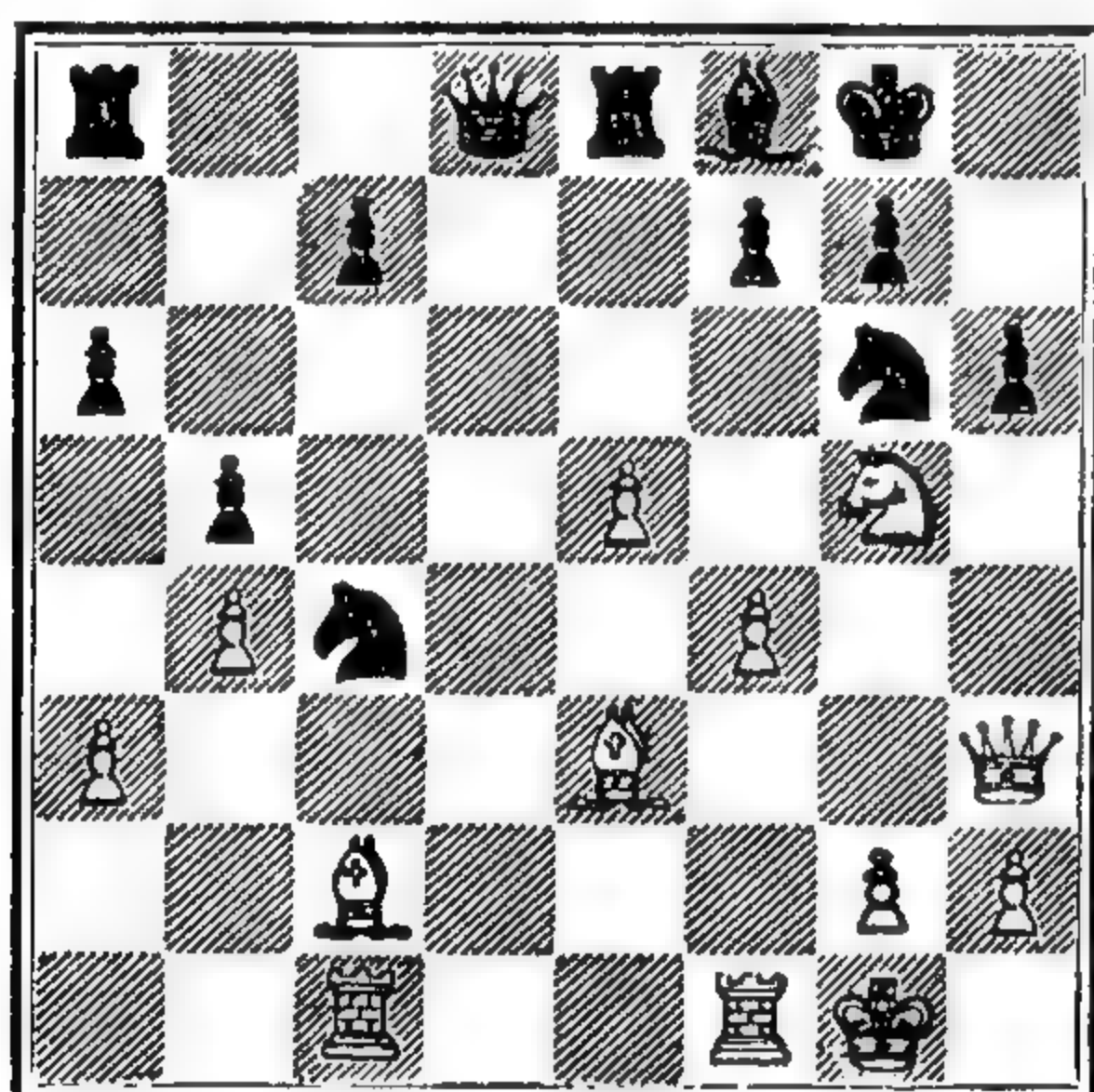
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|-----------|--------|
| 16. P—K 5 | P × P |
| 17. P × P | B × Kt |

Forced, as otherwise White would play B × P ch, followed by Kt—Kt 5 ch.

- | | |
|------------|-----------|
| 18. Q × B | Kt—Q 2 |
| 19. Q—R 3 | Kt—K Kt 3 |
| 20. P—B 4 | Kt—Kt 3 |
| 21. Kt—B 3 | Kt—Q B 5 |

Although this Kt is now very strongly posted it cannot by itself block the whole attack as the White pieces are all well placed for the coming attack. Black, however, had nothing better.

- | | |
|---------------|-------|
| 22. Kt—Kt 5 ! | P—R 3 |
|---------------|-------|



- | | |
|---------------|--------|
| 23. Kt × P ! | K × Kt |
| 24. Q—B 5 ch | K—Kt |
| 25. Q × Kt | Kt × B |
| 26. Q—R 7 ch | K—B 2 |
| 27. B—Kt 3 ch | Kt—B 5 |

If K—K 2, White could play either 28 Q—K 4 (probably best) or Q—Kt 6, and win. In the last case the game might have gone as follows: K—K 2; 28 Q—Kt 6, Kt—B 5; 29 K R—Q, Q—Kt; 30 P—K 6, Q—Kt 3 ch;

- 31 K—B, Kt—Q 3; 32 R × Kt, Q × R; 33 Q—B 7 ch, K—Q; 34 R—Q, B—K 2; 35 Q × P.

- | | |
|--------------|-----------|
| 28. K R—Q | Q—Kt |
| 29. R × Kt | P × R |
| 30. B × P ch | K—K 2 |
| 31. Q—B 5 | Q—Kt 3 ch |
| 32. K—B | Resigns. |

PART II
THE PERIOD OF FULL DEVELOPMENT

CHAPTER VII.

MY SECOND VISIT TO EUROPE.

A FEW weeks after winning the Rice Chess Club Masters Tournament I took the steamer for Europe. I had entered the Cuban Foreign Office, and was sent to the Consulate at St. Petersburg, where I arrived in November of 1913. On my way I gave simultaneous exhibitions in London, Paris and Berlin. At the last-named city a series of four games, two with Mieses and two with Teichmann, was arranged. They were played at the Café Kerkau, and I won the four. Shortly after my arrival in St. Petersburg a series of six games was arranged: two each against Alechin, Snowsko-Borowski and Dus-Chotimirski. I won five, and lost one to Snowsko-Borowski. It was my first defeat, after having won some thirty serious games, either in tournament or public exhibition play. I visited several cities in Russia, and also Vienna, Paris and Berlin again during the early part of 1914, prior to the Great St. Petersburg Tournament. I played many serious games against masters single-handed and in consultation, and won eight and drew two. Then I went back to St. Petersburg to take part in the coming tournament, where I was to meet Lasker for the first and only time so far in my career. I played some of my best games during these few months: one against Alechin and one against Dus-Chotimirski in St. Petersburg, one against Niemzowitch in Riga, one against Dr. Bernstein,

and one against Blumenfeld and Pawlow in Moscow, and one against Dr. Kaufmann and Fähndrich in Vienna. These games are given below.

GAME No. 18.

ST. PETERSBURG, DECEMBER 13, 1913.

Ruy Lopez.

White:	Black:
J. R. Capablanca.	Dus-Chotimirski.
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. Castles	B—K 2
6. R—K	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	Kt—Q R 4
9. B—B 2	P—B 4
10. P—Q 4	Q—B 2
11. Q Kt—Q 2	Kt—B 3
12. Kt—B	

Nowadays I should probably continue with P—Q 5. The text move, however, has been played with success by Dr. E. Lasker and others.

12.	B P × P
13. P × B	B—Kt 5

Black chooses this line instead of either Kt or P × P, with the idea of assuming the attack, as that suits his style of play better.

14. P—Q 5	Kt—Q 5
15. B—Q 3	Castles (K R)
16. B—K 3	Q R—B

He should have played the other R instead.

17. B × Kt	P × B
18. P—Q R 4	Q—Kt 3
19. P × P	P × P

Had Black played according to the previous note he now would have his two Rooks in the open lines, and the plan that White evolves from his next move on would not have been so effective, if at all possible. This position should be carefully studied. It is evident to White that Black wants to play Kt—Q 2, followed by Kt—K 4 or Q B 4, and R 5 forcing the advance of the Q Kt P in some cases, and then through the combined action of the K B at B 3, the P at Q 5, and the Kt ultimately at B 6, cramp White's game so as to make it impossible for him to hold out. It is against this plan that White must evolve another that will meet it at every point. If this can be done, then White must come out on top, as he will be able in the long run to concentrate sufficient forces against the P at Q 5 or the P at Q Kt 4, and take either one or the other. The text will show how this was done.

20. P—K R 3 !	B × Kt
21. Q × B	Kt—Q 2
22. K R—B !	Kt—B 4

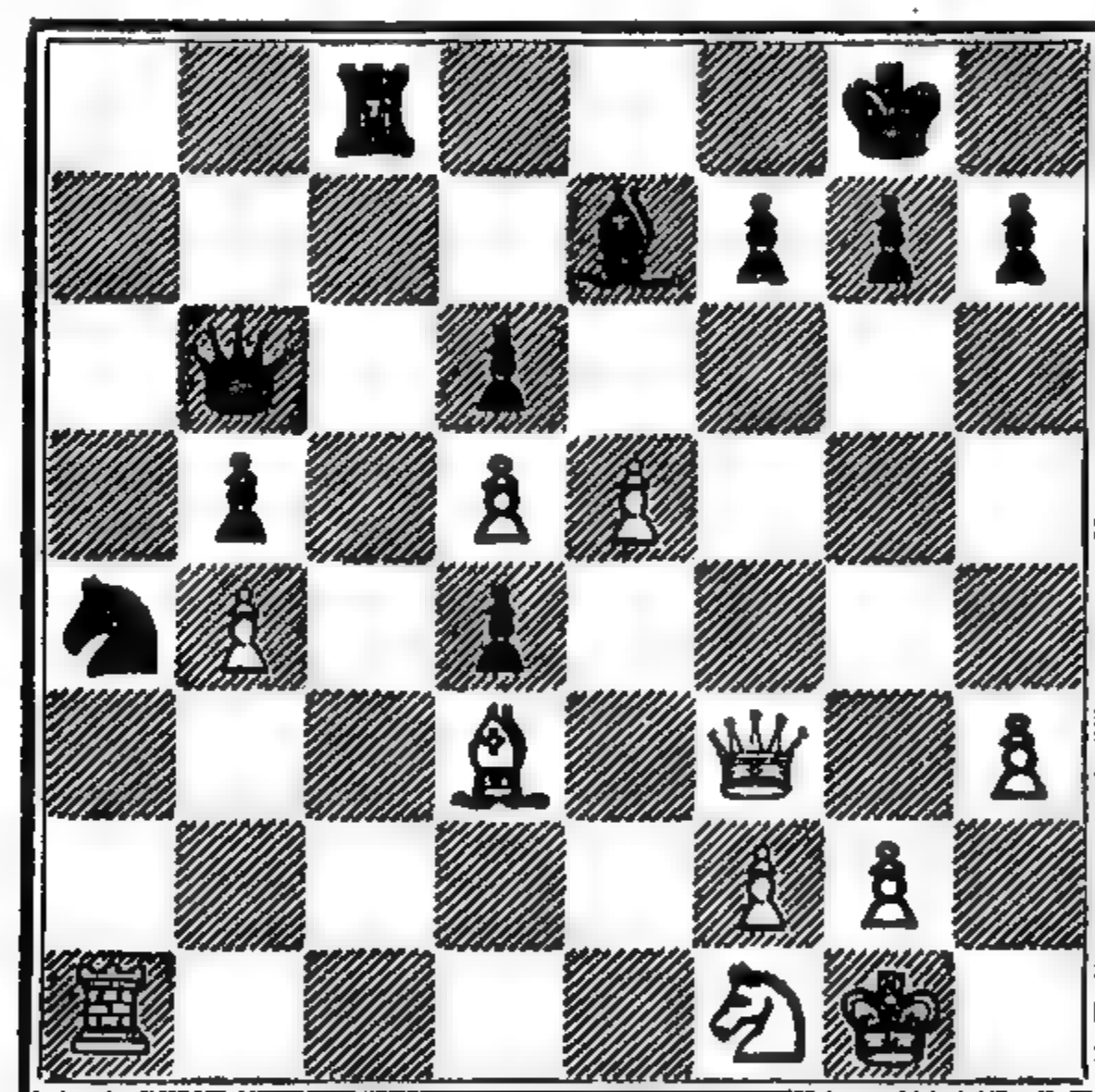
White has not only led on Black to this manœuvre, but what is more he will now induce him to go with the Kt to R 5.

23. P—Q Kt 4 !	Kt—R 5
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While this game was being played there were present, besides masters of lesser rank, two of the leading players of the world, and they thought that I had allowed my opponent to obtain a winning position. They had not seen my twenty-fifth move, which was to turn the tide of the battle. Had now Black played Kt \times B; then Q \times Kt, R—B 6 ? R \times R, P \times R; Kt—K 3; B—B 3; Kt—B 2, followed by R—R 5, and White has the better game. Probably the best line of play for Black would be: Kt \times B; Q \times Kt, B—B 3.

24. R \times R R \times R

25. P—K 5 !



25. P Kt 3

White threatened Q—B 5. Had Black played R—K B, he would later on be forced to play P—Kt 3.

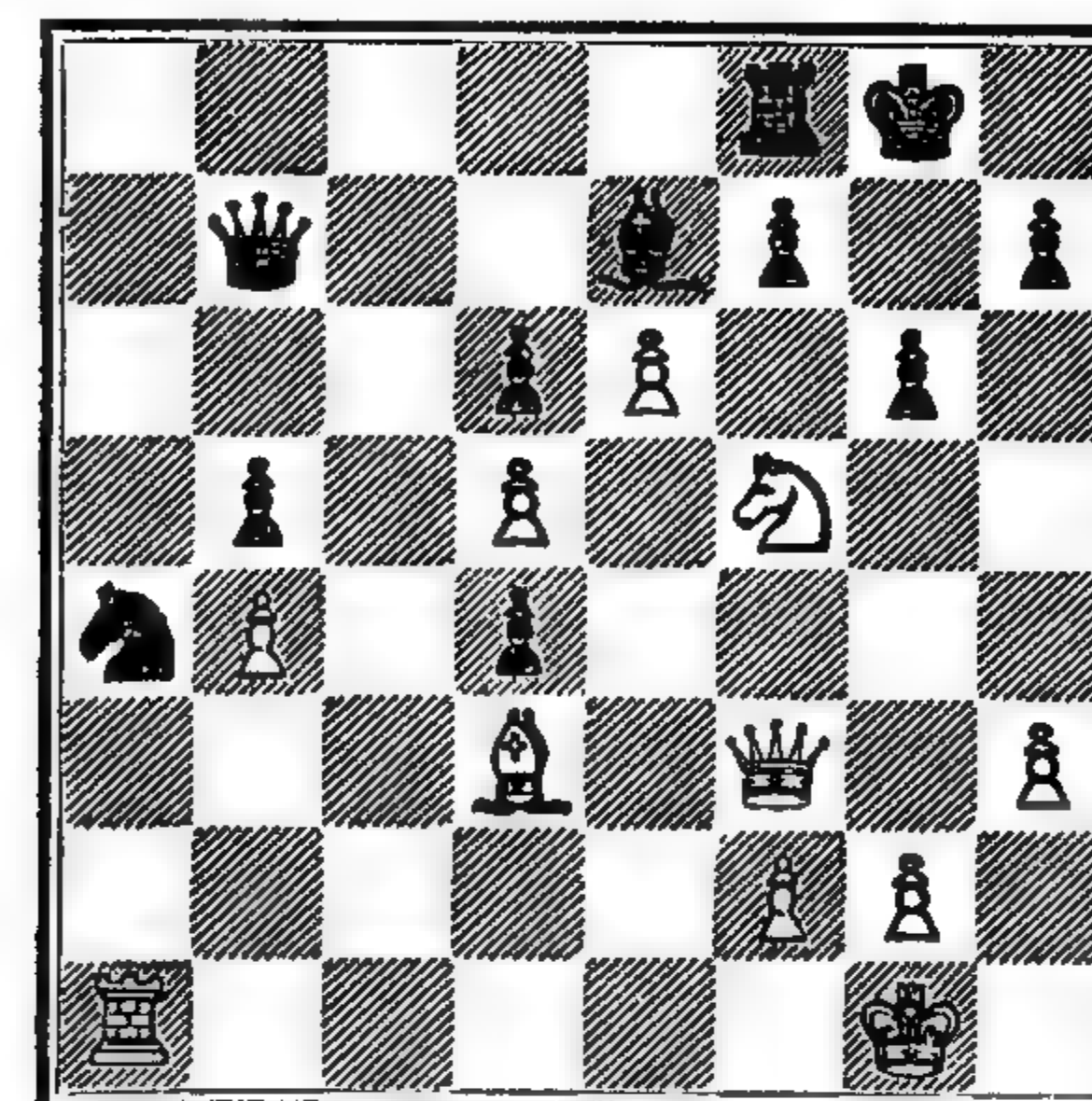
26. P—K 6 R—B

27. Kt—Kt 3 ! Q—Kt 2

If P \times P, Q—Kt 4 threatening both B \times K Kt P, and

also Q \times K P ch. The White Kt comes in with tremendous force in all these variations.

28. Kt—B 5 !

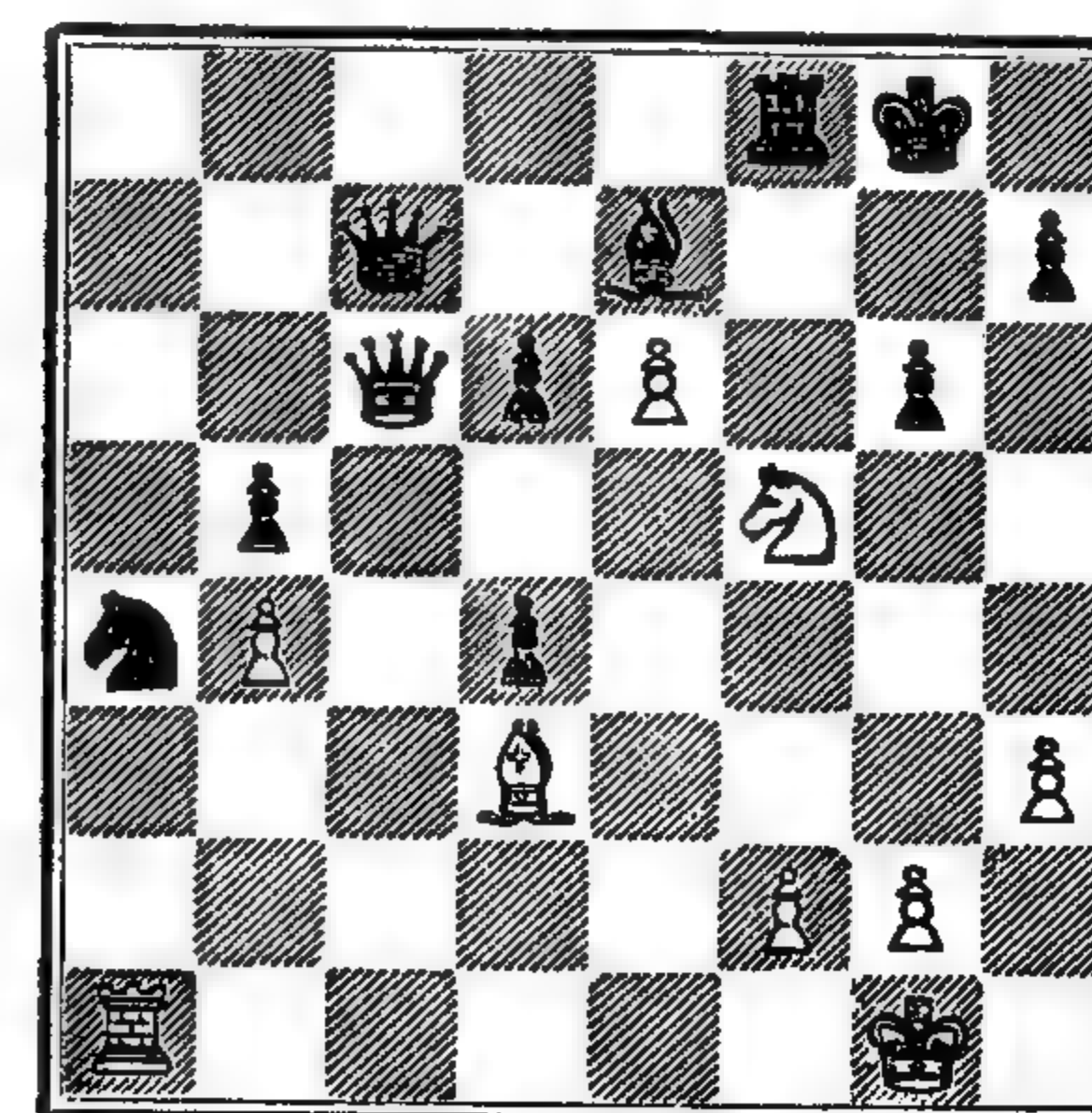


28. P \times P

K—R was best, but then Q—K 4 should win. Black has been wanting to take this Pawn all the time, and thinks the time has come, but it only hastens the result.

29. P \times P Q—B 2

30. Q—B 6 !



The object of this move is to control the square at K 8 with both Q and B, so that after the Qs are exchanged at Q 7 the B remains there to protect the advance of the passed Pawn.

30.	Q—Q
31. Kt × B ch	Q × Kt
32. B × Q Kt P	Kt—B 6
33. Q—Q 7	Q × Q
34. B × Q	R—Q Kt

If Kt—Q 4; R—Q, R—B 5; P—Kt 3, R—K 5; B—B 6, R—K 4; R × P, Kt—K 2; R × P.

35. P—K 7

and Black resigned after a few more moves.

GAME No. 19.

ST. PETERSBURG, DECEMBER, 1913.

Queen's Gambit Declined.

White: J. R. Capablanca. Black: A. Alechin.

1. P—Q 4	P—Q 4
2. P—Q B 4	P—Q B 3
3. P—K 3	Kt—B 3
4. Kt—K B 3	P—K 3
5. Q Kt—Q 2	

with the idea of retaking with the Kt when Black plays P × B P, and thus controlling the square at K 5.

5.	Q Kt—Q 2
6. B—Q 3	B—K 2

Usually this B is posted at Q 3, but Alechin considered the text move superior to the other, hence his adopting it in this game.

7. Castles	Castles
8. Q—B 2	

Played on the spur of the moment to change the ordinary course of the game, but not to be recommended. P—Q Kt 3 would be the natural way to continue.

8.	P × P
9. Kt × P	P—B 4

He should have played this before exchanging the Pawns.

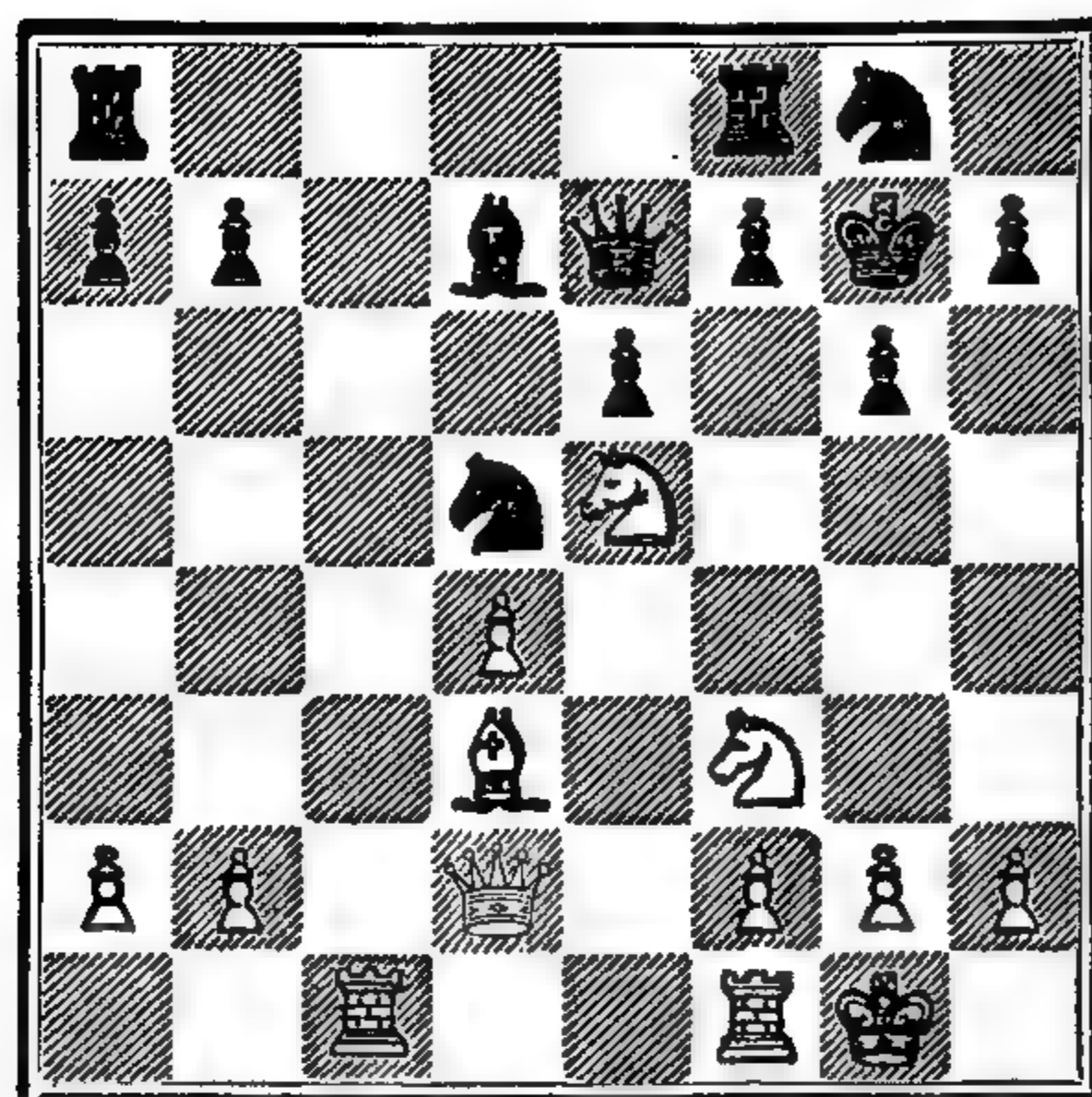
10. Q Kt—K 5	P × P
11. P × P	Kt—Kt 3
12. Kt—Kt 5	

compelling Black to play P—Kt 3, which will weaken his K side and make holes for White's Q B.

12.	P—Kt 3
13. Kt (Kt 5)—B 3	

Making room for the B. White could also have played Q—K 2, and if then Q × P; Kt (Kt 5)—B 3, followed by B—R 6 and Kt—Kt 5 with a violent attack.

13.	K—Kt 2
14. B—K Kt 5	Q Kt—Q 4
15. Q R—B	B—Q 2
16. Q—Q 2	Kt—Kt
17. B × B	Q × B



18. B—K 4 !

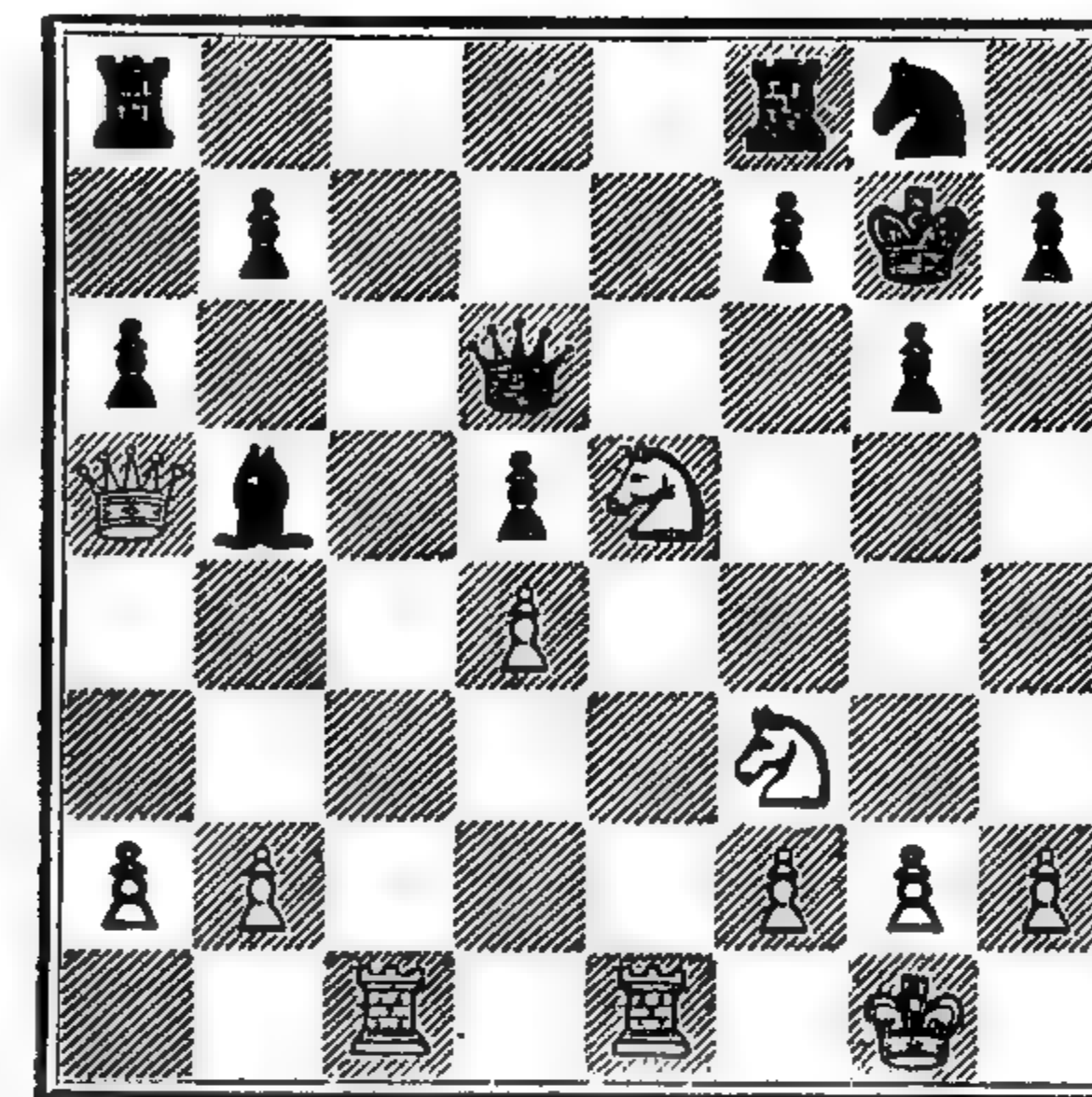
This move I considered a very long time. It looks very simple and inoffensive, yet it is the foundation of the whole attack against Black's position. The fact is that the B is doing very little, while the Black Kt at Q 4 is the key to Black's defence, hence the necessity of exchanging the almost useless B for a most valuable Kt. It would take a good many lines to explain this move properly, and then I might not be clearly understood, so I leave the student to work it out by himself.

18.	B—Kt 4
19. K R—K	Q—Q 3
20. B × Kt	P × B
21. Q—R 5	

Now the square at Q B 7 is controlled by White, and this decides the game. Should Black attempt to protect it by B—B 3 he will soon lose a Pawn through Kt × B, as White will be able to bring up enough forces and win either the Q B P or the Q R P. It should be noticed that

Black's weakness throughout the middle game is his inability to command the Black squares.

21. P—Q R 3



22. Q—B 7 !	Q × Q
23. R × Q	P—R 3

White threatened to play Kt—Kt 5, attacking the K B Pawn, and to check at K 6.

24. R × Kt P	Q R—B
25. P—Q Kt 3	R—B 7
26. P—Q R 4	B—K 7
27. Kt—R 4	

The knock-out blow. The B no longer defends the square at Q 2, so that the K cannot come out to B 3 because of Kt—Q 7 ch, and so there is no way of defending the K side Pawns. Black could have resigned now.

27.	P—K R 4
28. Kt (R 4) × P	R—K
29. R × P ch	K—R 3

30. P—B 4 P—R 4
 31. Kt—R 4

and Black resigned on the thirty-fifth move.

GAME No. 20.

MOSCOW, JANUARY OR FEBRUARY, 1914.

Scotch Gambit.

White:

Blumenfeld and Pawlow.

Black:

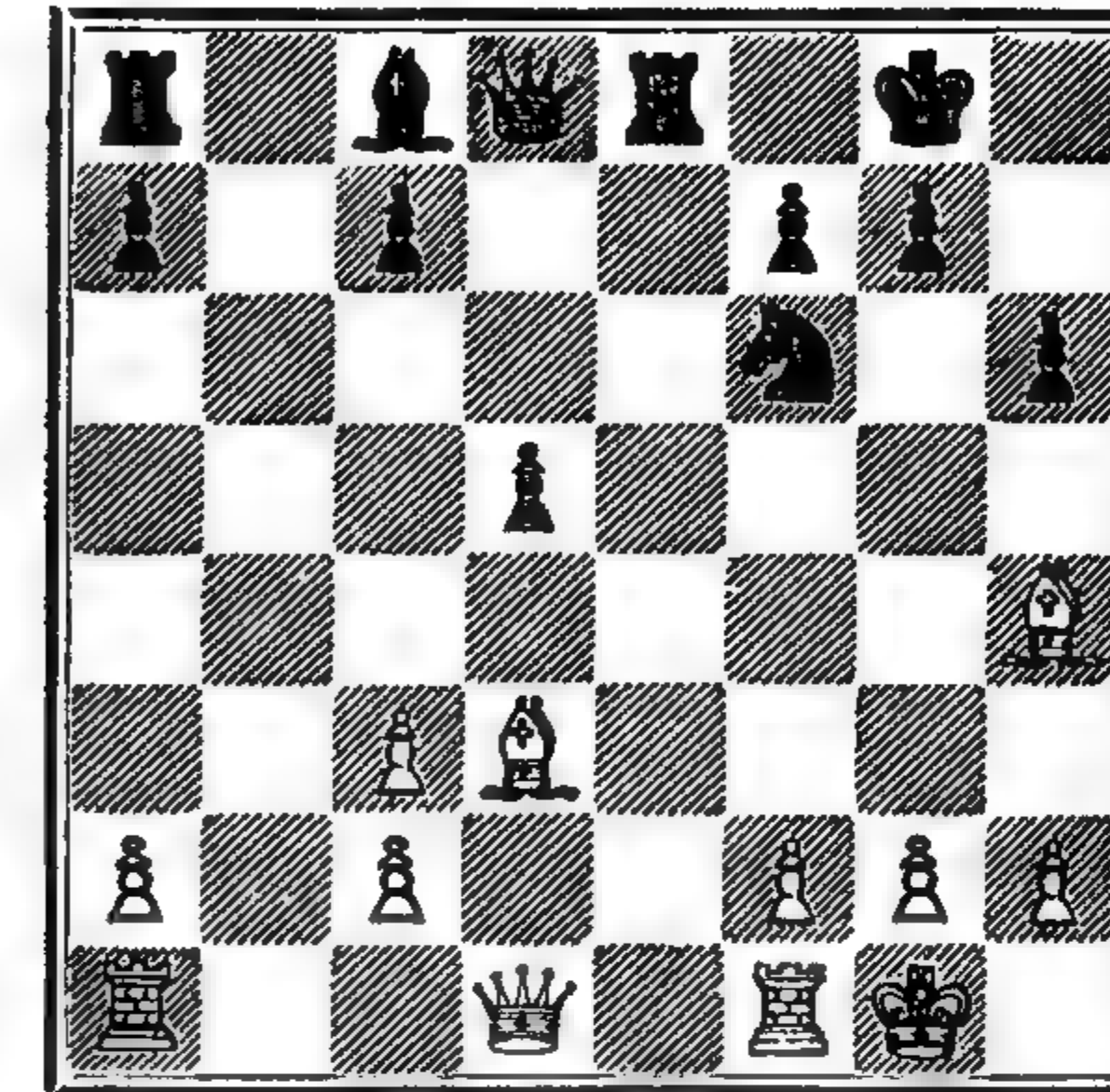
Capablanca.

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|--------------|-----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. P—Q 4 | P × P |
| 4. Kt × P | Kt—B 3 |
| 5. Kt—Q B 3 | B—Kt 5 |
| 6. Kt × Kt | Kt P × Kt |
| 7. B—Q 3 | P—Q 4 |
| 8. P × P | P × P |
| 9. Castles | Castles |
| 10. B—K Kt 5 | B × Kt |

Strange to say I never had had occasion to play this defence, and at this point I did not know what to do. Not being acquainted with the normal line of play I decided to do something of my own, and after careful consideration I played the text move, which I considered quite safe. It is true that White obtains two Bishops, but his Pawns are weak and Black's pieces are easily developed. To-day, however, I would play the normal move, P—B 3, which is probably the best.

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| 11. P × B | P—K R 3 |
| 12. B—R 4 | R—K |

To prevent Q—B 3, when would follow: P—Kt 4; B—Kt 3; B—Kt 5; B × P, B × Q; B × Q, Q R × B; P × B, R—Q B; followed by R × P, with an excellent game.



13. Q—B

With the idea of playing Q R 3, preventing the advance of the Q B P, and keeping the Black Q R stationary through the attack on the Q R P. If he were able to do all this the move would be excellent, but as such is not the case it would have been better to play P—Q B 4 instead. The text move is, however, a high-class move, which showed the mettle of the allies, and made me play from then on with great care and energy.

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| 13. | Q—Q 3 |
| 14. B × Kt | Q × B |
| 15. Q—R 3 | Q—K 2 ! |

To protect the advance of the Q B P, which is essential to the safety of Black's game.

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| 16. Q—R 5 | P—Q B 4 |
| 17. P—Q B 4 | B—K 3 |

18. K R—K Q—Q 3
 19. Q R—Q

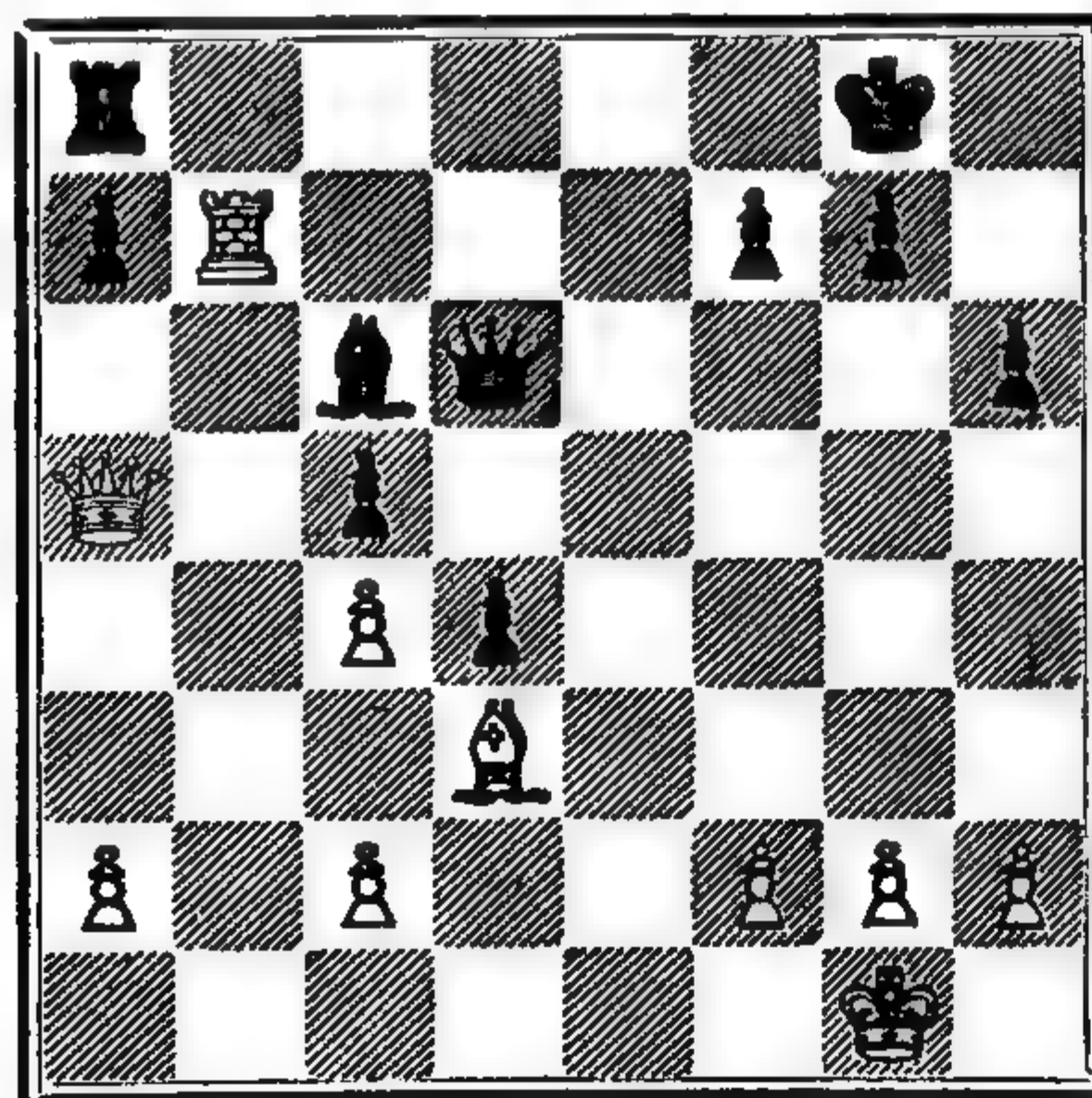
If 19 P × P, B × P; 20 Q R—Q, Q—QKt 3. White, however, wants to force P—Q 5, thinking the coming position favourable.

19. P—Q 5
 20. R—Kt

Again, if 20 P—Q B 3, Q Kt 3; 21 Q—R 3, Q R—Q; the White allies are still under the delusion that their position is the better one and play to win.

20. B—Q 2
 21. R × R ch B × R
 22. R—Kt 7 B—B 3

Black offers a Pawn in order to obtain the attack, which should be sufficient compensation, as the White pieces are not well posted for the defence.



23. Q—B 7 Q—K 3
 24. R—Kt 8 ch R × R

25. Q × R ch Q—K
 26. Q × P

White finally decides to take the Pawn, as the exchange of Qs would leave him with the inferior position, owing to the fact that Black's Q side Pawns are stronger.

26. Q—K 8 ch
 27. B—B B—K 5

Threatening P—Q 6, which would win easily.

28. Q—Kt 8 ch K—R 2
 29. Q—K 5

White loses the last chance of drawing the game, which he could do through Q—K 8, threatening Q × B, followed by B—Q 3. Then if P—B 4, P—K R 4 and R 5 threatening perpetual check, which Black could not stop, because then the Q R P would march straight down.

29. P—B 4
 30. Q × B P P—Q 6
 31. P × P B × Q P
 32. P—K R 3 Q × B ch
 33. K—R 2 Q—B 8
 Resigns.

GAME No. 21.

MOSCOW, FEBRUARY 4, 1914.

Queen's Gambit Declined.

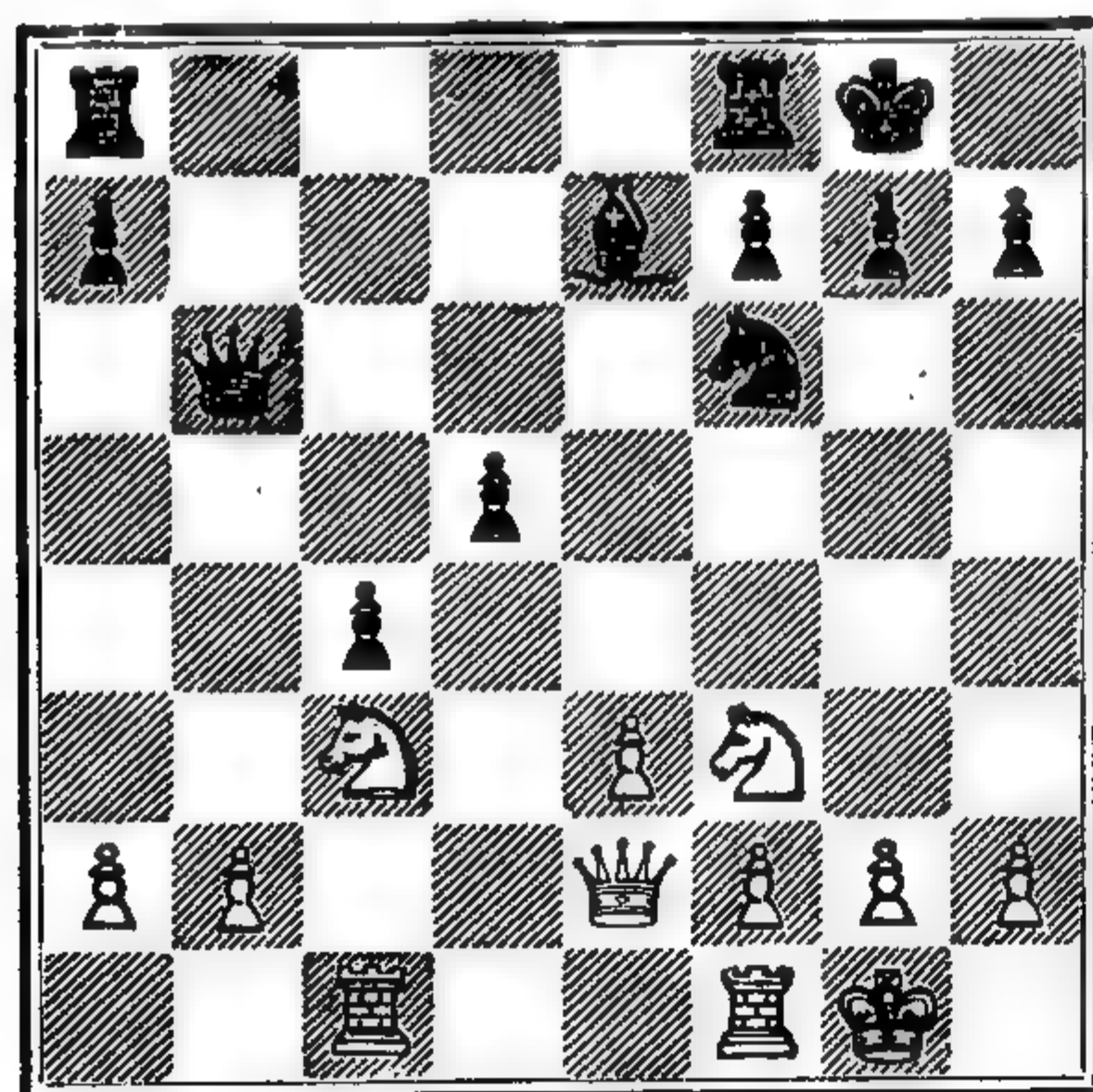
White: Black:
 Dr. O. S. Bernstein. J. R. Capablanca.

1. P—Q 4 P—Q 4
 2. P—Q B 4 P—K 3
 3. Kt—Q B 3 Kt—K B 3

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| 4. Kt—B 3 | B—K 2 |
| 5. B—Kt 5 | Castles |
| 6. P—K 3 | Q Kt—Q 2 |
| 7. R—B | P—Q Kt 3 |
| 8. P × P | P × P |
| 9. Q—R 4 | B—Kt 2 |

If P—Q B 4, at once White can then win a Pawn by Q—B 6. Whether the Pawn can be held or not, or an advantage obtained therefrom, I do not know. Certainly at the time I thought that B—Kt 2 was better.

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| 10. B—R 6 | B × B |
| 11. Q × B | P—B 4 |
| 12. B × Kt | Kt × B |
| 13. P × P | P × P |
| 14. Castles | Q—Kt 3 |
| 15. Q—K 2 | P—B 5 ! |



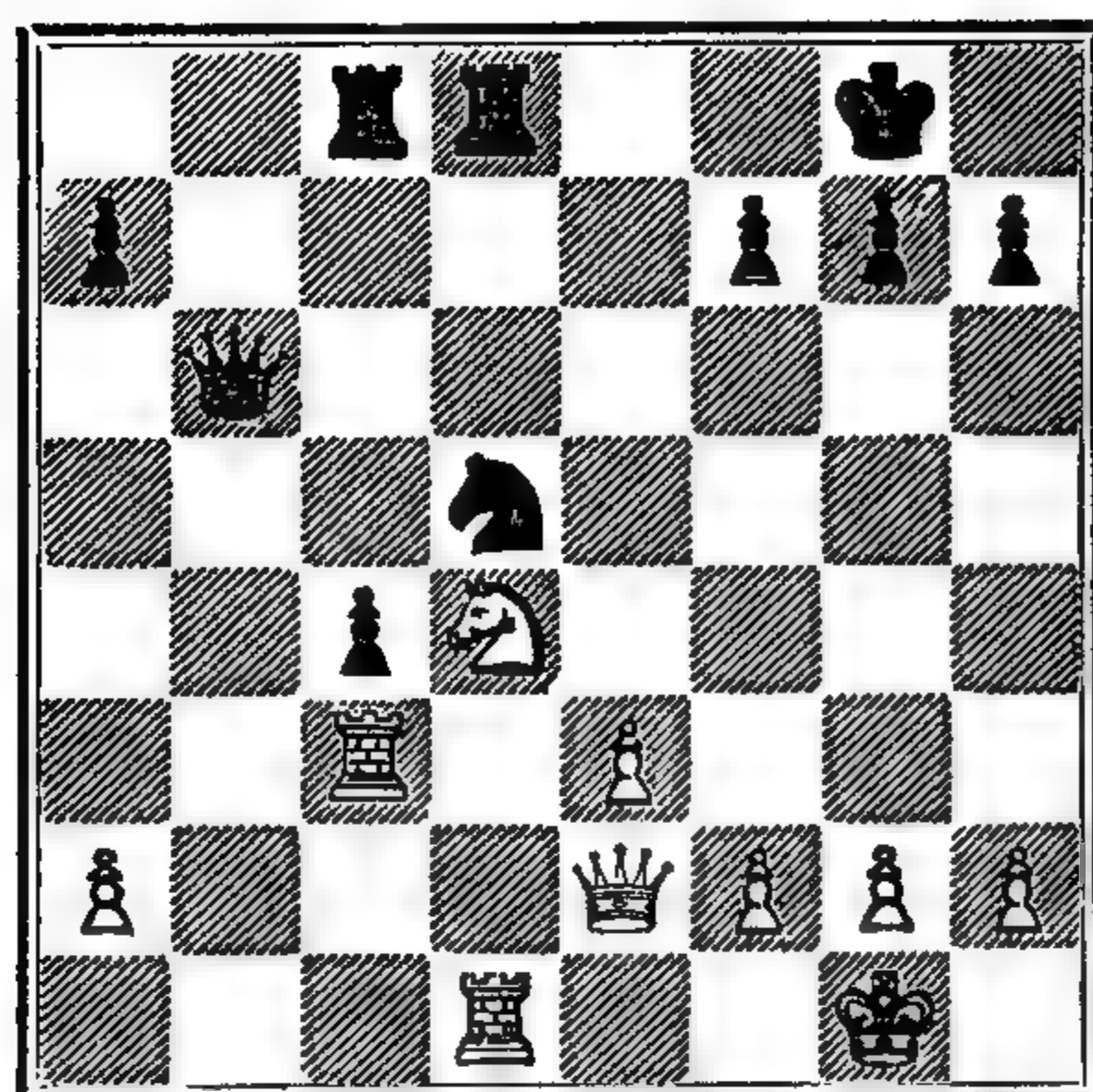
White's plan from the start was to work against the combined weakness of the two centre Pawns, as they had to be defended by pieces. In the general strategic position of the pieces White's two Rooks would occupy the open

lines, while Black's Rooks would be behind the two Pawns defending them. Again, the awkward position of the Bishop at K 2 rendered it useless, except for the purpose of defending the Pawn at B 4. It is against such sound strategy on the part of White that the text move is directed. By it the defensive Bishop becomes an attacking piece, since the long diagonal is open to him, and what is more important the Q Kt P is fixed and weakened and becomes a source of worry to White, who has to defend it also with pieces, and thus cannot use them to attack the Black Pawns. The fact that the text move opens Q 4 for one of White's Kts is of small consequence, since by posting a Kt there the attack on the Q P is blocked for the moment, and thus Black has the time to assume the offensive. I believe that after this move White's best course would have been to play P—K 4, and be satisfied with a draw, but Dr. Bernstein is a very courageous player and always tries to win if he thinks there is any chance. In this case he misjudged the relative value of both positions, though it is true that all the onlookers, and most annotators, considered this last move of Black's as weak.

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| 16. K R—Q | K R—Q |
| 17. Kt—Q 4 | B—Kt 5 ! |

The ultimate object of this move is to play B × Kt at the proper time and force a passed Pawn. White makes this task easier by his next move.

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| 18. P—Q Kt 3 | Q R—B |
| 19. P × P | P × P |
| 20. R—B 2 | B × Kt |
| 21. R × B | Kt—Q 4 ! |



He cannot take the Pawn on account of Kt—B 6 winning the exchange. As White is forced to retreat, the Black Pawn advances, and being well supported and far advanced it becomes a source of great strength.

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| 22. R—B 2 | P—B 6 |
| 23. K R—Q B | R—B 4 |
| 24. Kt—Kt 3 | R—B 3 |
| 25. Kt—Q 4 | R—B 2 |

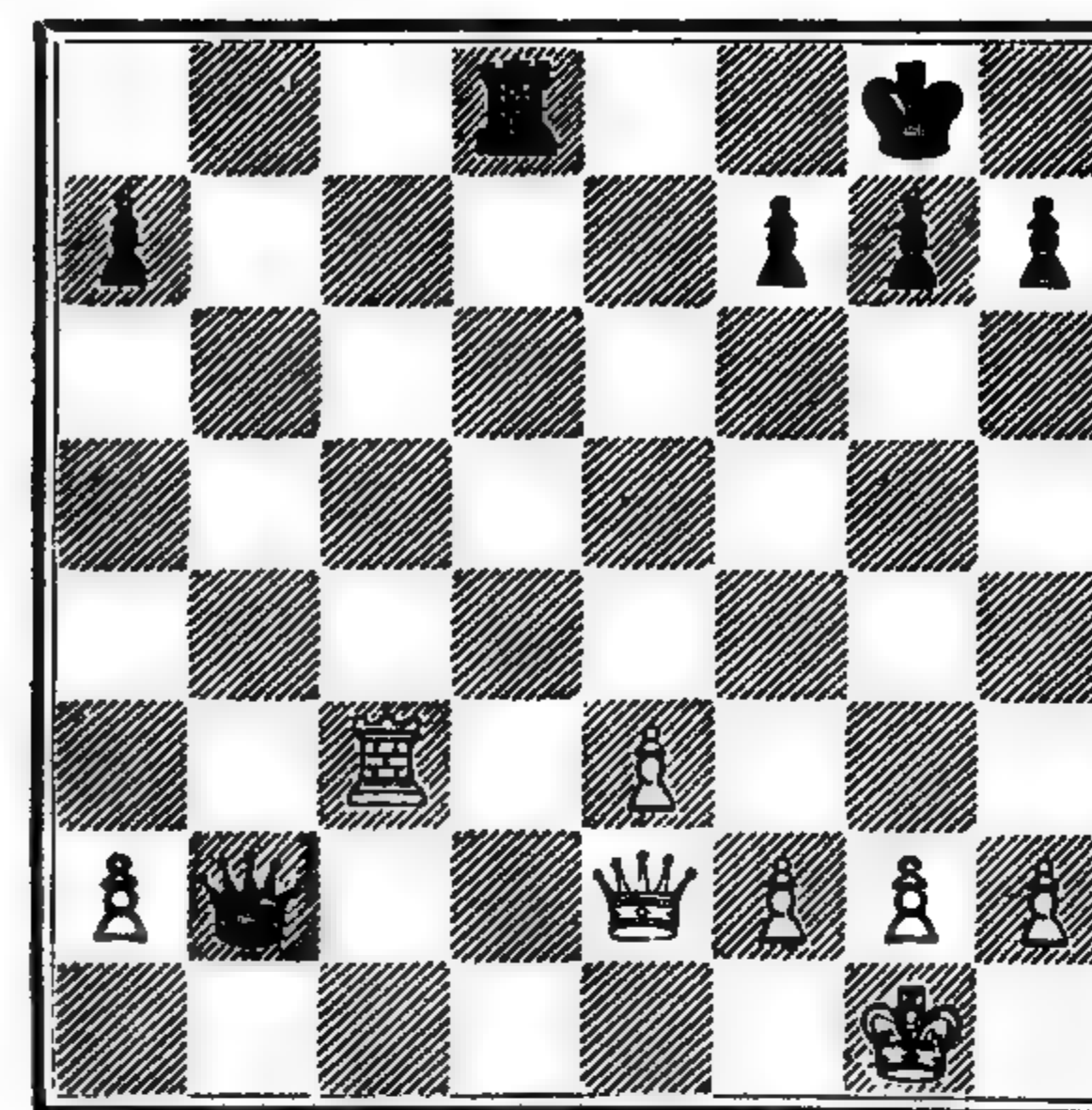
Because I had first played R—B4, Dr. Bernstein was lured into the fatal trap, thinking that I was aiming at the exchange of Kts, in order to obtain a free Q R Pawn.

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| 26. Kt—Kt 5 | R—B 4 |
| 27. Kt × B P | |

This is fatal; his only chance was to go back with the Kt.

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| 27. | Kt × Kt |
| 28. R × Kt | R × R |
| 29. R × R | Q—Kt 7 ! |

There is not any defence to this move, and White resigned.



GAME No. 22.

RIGA, JANUARY OR FEBRUARY, 1914.

Four Knights' Game

White: Niemzowitch.

Black: J. R. Capablanca.

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|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. Kt—B 3 | Kt—B 3 |
| 4. B—B 4 | |

The normal move B—Kt 5 is stronger. Niemzowitch must have had some new idea in mind when he chose this line in preference to the other which he generally adopts.

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| 4. | B—B 4 |
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If B—Kt 5, Kt—Q 5 gives White an excellent game.

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| 5. P—Q 3 | P—Q 3 |
| 6. B—K Kt 5 | B—K 3 |

With the idea of driving the Q B back at the proper time by P—K R 3, and P—K Kt 4, and thus bringing the game

to a position full of complications and unknown possibilities where Black hoped to outplay his adversary.

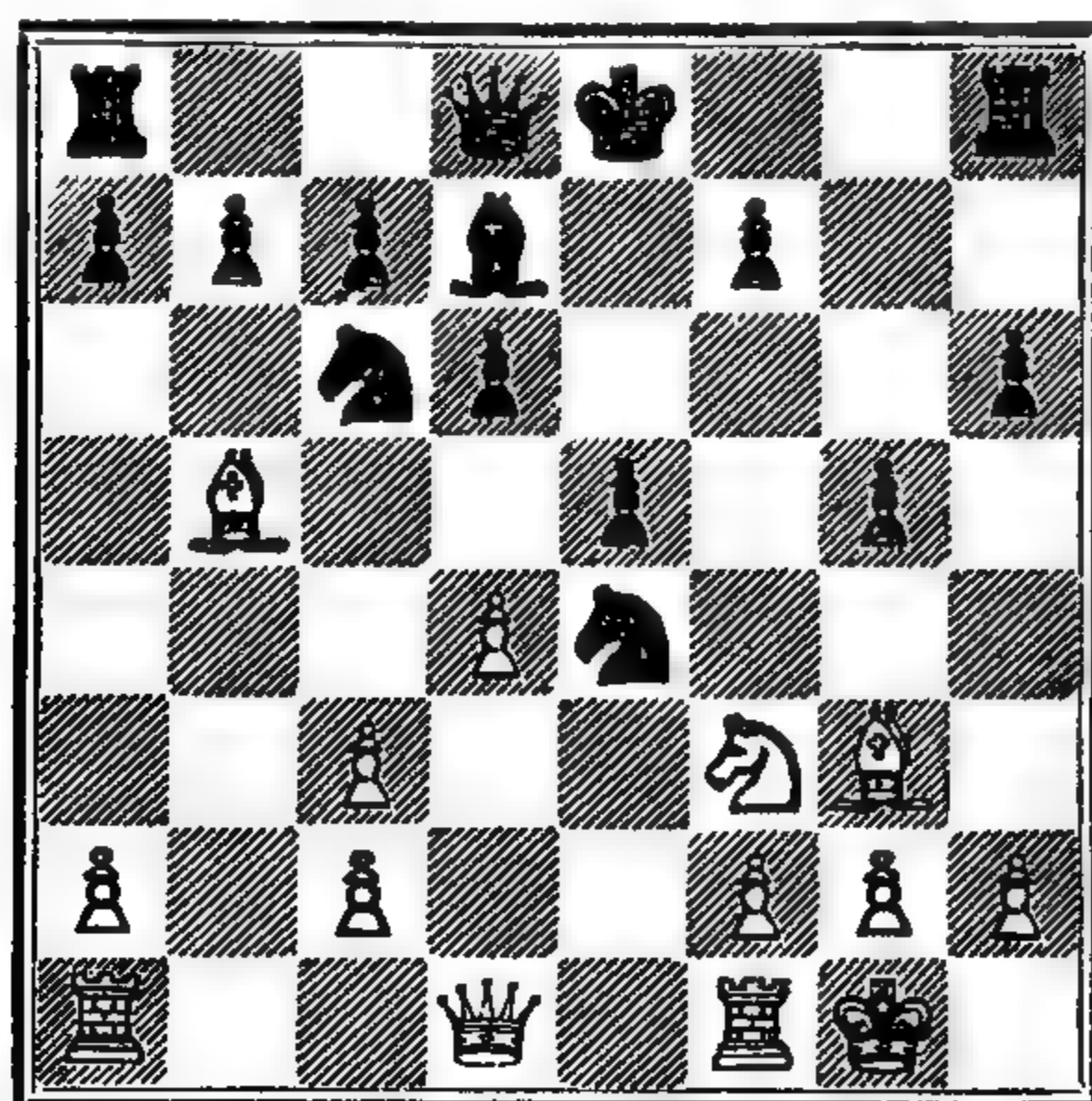
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| 7. B—Kt 5 | P—K R 3 |
| 8. B—K R 4 | B—Q Kt 5 |

To prepare against P—Q 4, after or before B × Kt, which was the intention indicated by White's seventh move B—Kt 5.

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| 9. P—Q 4 | B—Q 2 |
| 10. Castles | B × Kt |
| 11. P × B | P—K Kt 4 |

There were a dozen select spectators around our table, one of them Niemzowitch's father, a fairly good player, and they looked at one another when they saw the bold course I was pursuing, reckless on my part, they thought, and bound to bring disaster, especially after my next move Kt × K P, when I had not castled and my King was in the centre of the board.

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| 12. B—Kt 3 | Kt × K P |
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13. B × Kt

Not the best way to continue the attack, as by exchanging pieces the Black K will not be submitted to the strong attack that would be necessary to compensate for the material advantage obtained by Black and the disarrangement of White's Q side Pawns. Q—Q 3 was the best move to keep up the pressure.

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| 13. | B × B |
| 14. P × P | P × P |
| 15. B × P | |

Some people have suggested Kt × P. It has its good and bad points, but at all events Black will come out with the better game in any variation.

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| 15. | Q × Q |
| 16. Q R × Q | P—B 3 ! |

The key to my manoeuvre in this variation. I had counted on it, together with K—B 2, when I played P—K Kt 4.

17. B—Q 4

B × Q B P would leave the Bishop's line open for the Black Rooks to act against White's Q B Ps. My opponent must have thought that on account of the Bishops of opposite colours he had a safe game.

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| 17. | K—B 2 |
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Now the Black K is much more useful than White's.

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| 18. Kt—Q 2 | K R—K |
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Notwithstanding the Bs of opposite colours I did not hesitate to exchange. Those who wish to learn should do well in carefully studying this game. It is one of the finest endings I ever played, and I have had very often

the great pleasure of hearing my opponent pay tribute to the skill displayed by me in winning it.

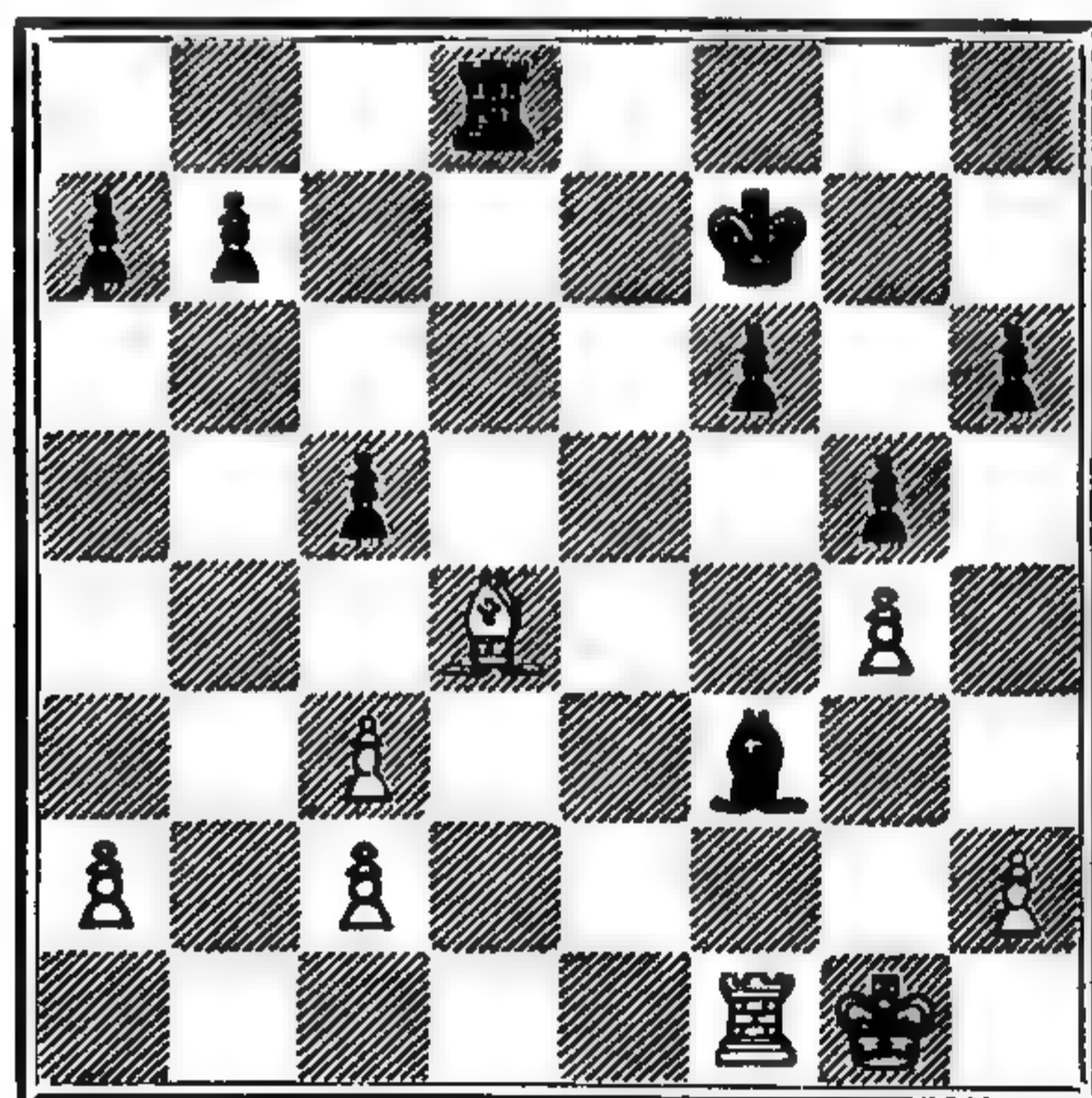
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|--------------|---------|
| 19. P—B 3 | Kt × Kt |
| 20. R × Kt | Q R—Q |
| 21. P—Kt 4 | B—Kt 4 |
| 22. R—Kt | B—R 3 |
| 23. R (Kt)—Q | |

Not K—B 2, because of P Q B 4! B—K 3, R × R ch; B × R, R—K 7 ch; winning a piece.

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| 23. | R—K 7 ! |
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Still exchanging.

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|-----------|-----------|
| 24. R × R | B × R |
| 25. R—K | B × P |
| 26. R—K B | P—Q B 4 ! |



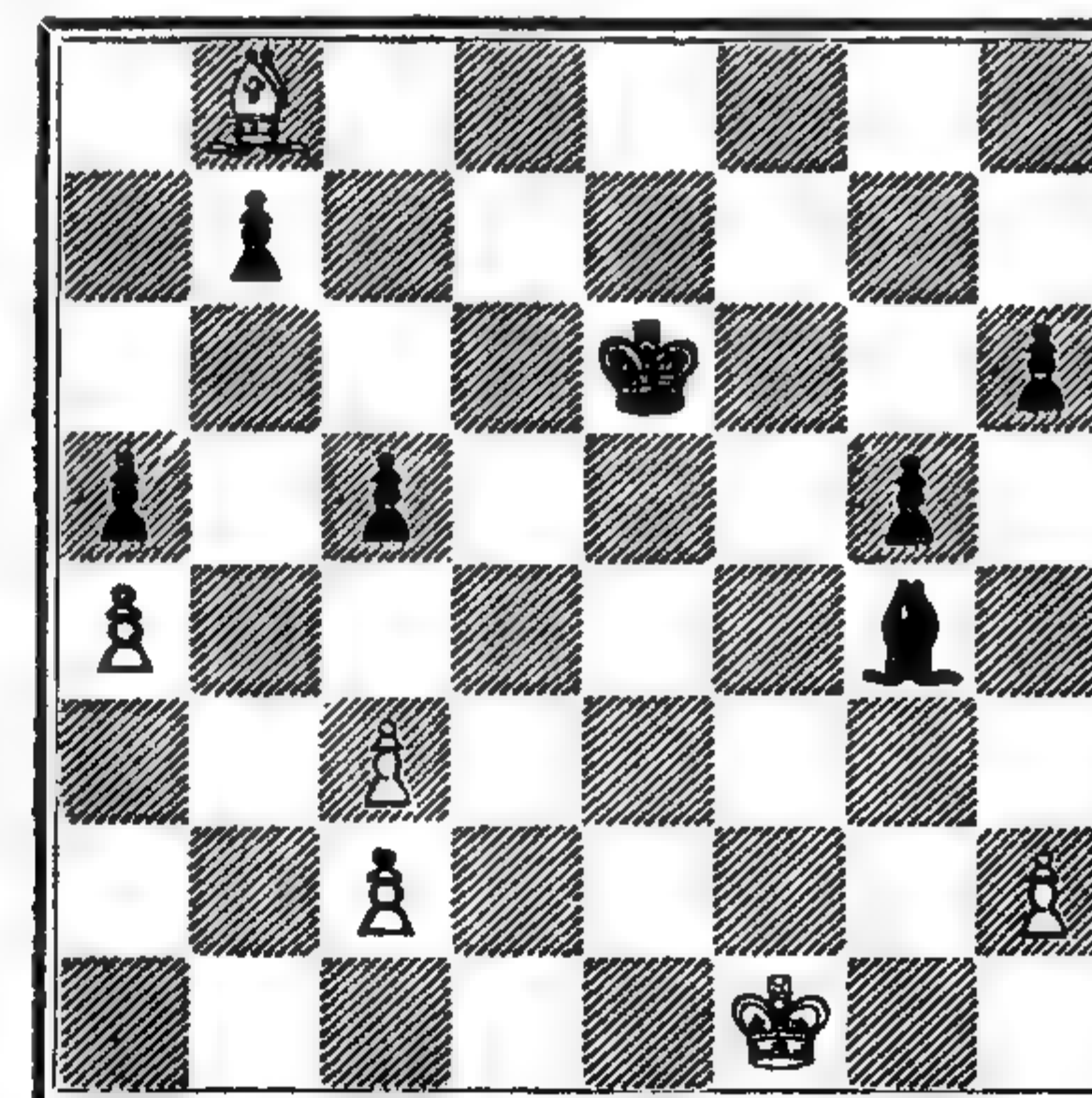
The move that gives Black the advantage. If now R × B, P × B; R—Q 3, R—Q B; and for all practical purposes Black is a Pawn ahead. My opponent chose the other line of play in order to keep Bs of opposite colours, which he thought should give him a draw.

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| 27. B × K B P | R—Q 8 |
| 28. B—K 5 | R × R ch |
| 29. K × R | B × P |

The ending is now won by force. Several months after the game was played, when Niemzowitch had come to St. Petersburg to play in the All-Russian Masters Tournament, he told me that he had studied the game and thought that he had finally found a way to draw this ending. Although I had not seen the game since it was played I offered to make him a small sporting bet, giving him the odds of a draw in any position from now on. The offer was immediately accepted and we sat down. In a few moves he saw that his idea was wrong and gave up the game.

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| 30. P—Q R 4 | K—K 3 |
| 31. B—Kt 8 | P—Q R 4 ! |

White cannot attack the Pawn by B—B 7 as P—Kt 4 ! wins. It would seem from this that had White played

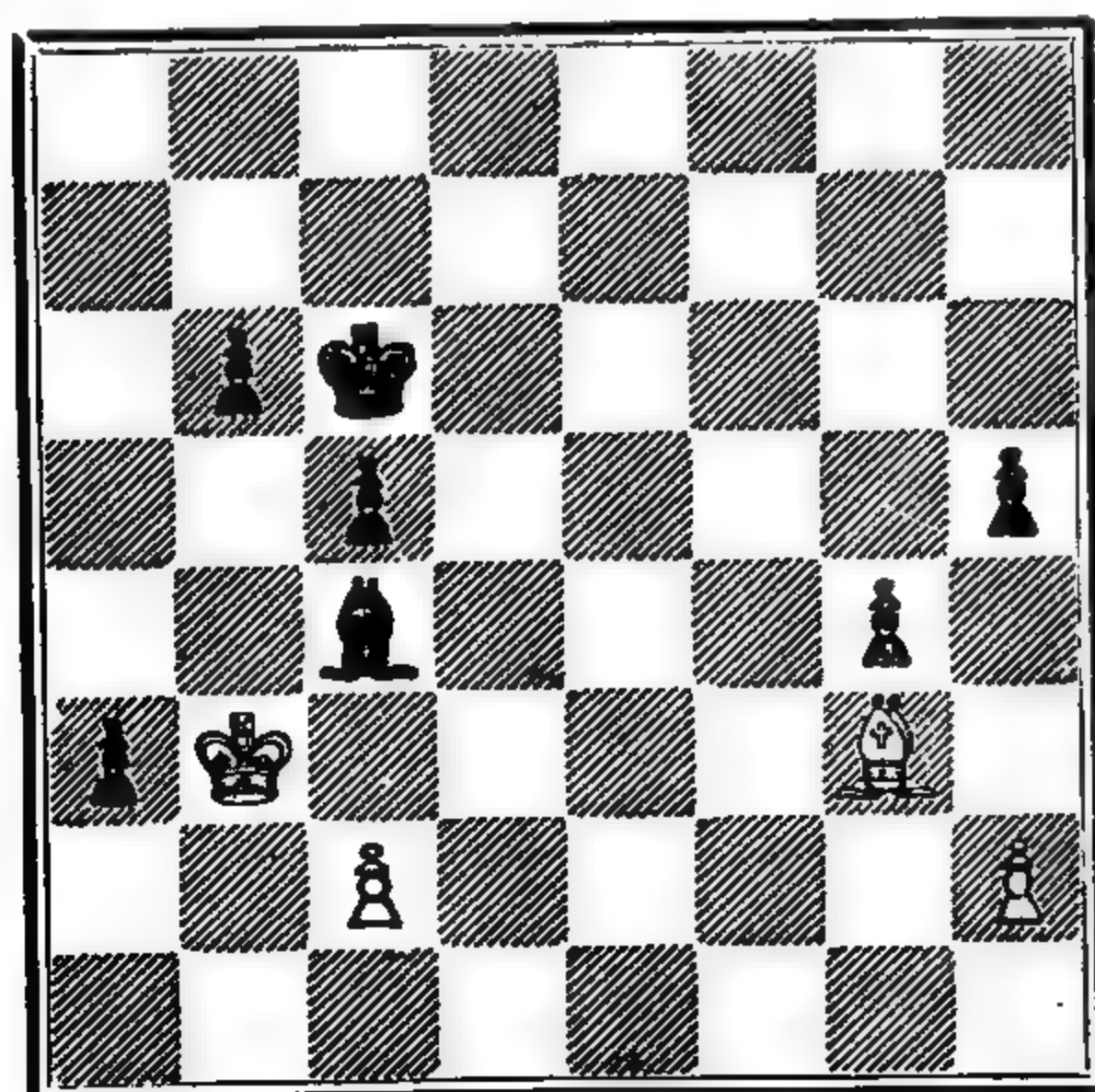


B—Kt 7 instead of B—Kt 8, and then followed with P—R 5, he could have drawn; but such is not the case, as P—Q R 3 now, instead of P—Q R 4 would also have won, though taking much longer.

32. K—K	K—Q 4
33. K—Q 2	B—Q 2
34. B—B 7	K—B 3

White cannot take the Pawn because of P—Kt 3.

35. B—Q 8	P—Kt 3
36. P—B 4	K—Kt 2
37. K—B 3	B × P
38. K—Kt 2	B—Q 2
39. K—Kt 3	B—K 3
40. K—B 3	P—R 5
41. K—Q 3	K—B 3
42. K—B 3	P—Kt 5
43. B—R 4	P—R 4
44. B—Kt 3	P—R 6
45. K—kt 3	B × P ch !



If White now plays K × B, then P—R 7; B—K 5, P—R 5; K—Kt 3, P—Kt 6; P × P, P—R 6 ! and wins, as one of the two Rook's Pawns will Queen.

46. K × P	P—Kt 4
47. P—B 3	K—Q 4
48. B—B 2	B—K 7

In order to make room for the King at B 5.

49. K—Kt 3	B—Q 8 ch
50. K—Kt 2	K—B 5
51. K—B	B—B 6
52. K—Q 2	P—Kt 5
53. P × P	P × P
54. B—R 4	B—K 5
55. B—B 6	B—Kt 3
56. B—R 4	P—Q Kt 6
57. B—B 6	P—R 5
58. K—K 3	P—Kt 6
59. P × P	P—R 6
60. K—B 2	B—B 4

So as to prevent the advance of White's single Pawn. Now the Black K marches down to the support of the Kt P and wins the B, and then comes back and forces the other Pawn to the eighth rank winning.

61. P—Kt 4	B × P
62. K—Kt 3	K—Q 6
Resigns.	

GAME No. 23.

VIENNA, MARCH, 1914.

French Defence.

White:

Dr. Kaufmann and Fähndrich.

Black:

J. R. Capablanca.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 3 |
| 2. P—Q 4 | P—Q 4 |
| 3. Kt—Q B 3 | Kt—K B 3 |
| 4. P × P | |

This is a perfectly safe move, but it gives White no advantage whatever.

- | | |
|----------|-------|
| 4. | P × P |
| 5. B—Q 3 | P—B 4 |

Black wants to take the initiative, and, in order to do so, submits to the isolation of his Q P.

- | | |
|-------------|---------|
| 6. P × P | B × P |
| 7. Kt—B 3 | Castles |
| 8. Castles | Kt—B 3 |
| 9. B—K Kt 5 | B—K 3 |
| 10. Kt—K 2 | |

Not a good manœuvre, as the Kt will have to go back to Q B 3 shortly. Either Q—Q 2 or R—K should have been played. The difficulty of Black's game is that he cannot get rid of the pin of the Kt at B 3 without weakening his K side, and the way to take advantage of it would be to hinder the free manœuvring of the other Black pieces.

- | | |
|------------|----------|
| 10. | P—K R 3 |
| 11. B—R 4 | B—K Kt 5 |
| 12. Kt—B 3 | Kt—Q 5 |

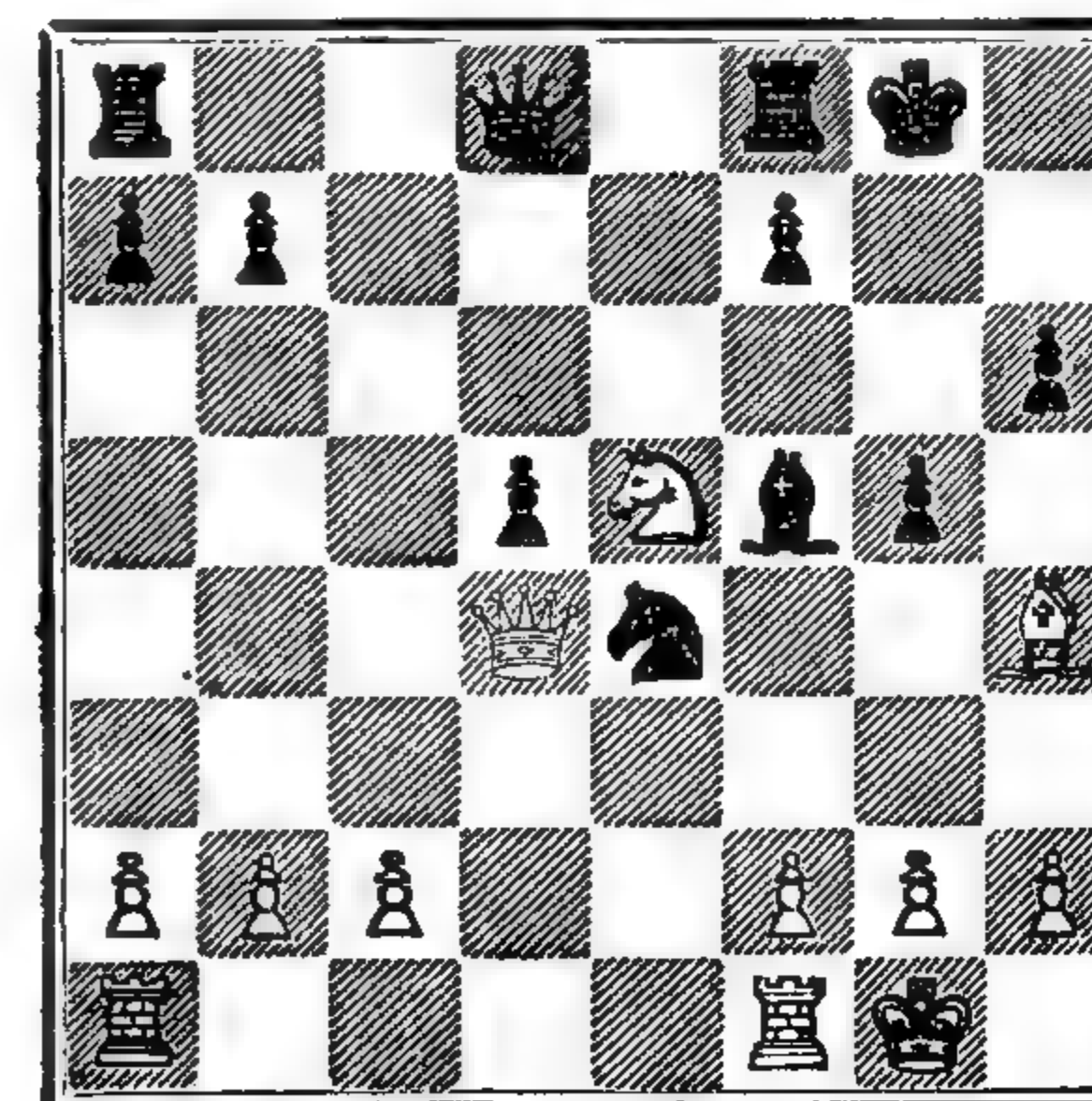
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|------------|-----------|
| 13. B—K 2 | Kt × B ch |
| 14. Q × Kt | B—Q 5 |

I considered this move for a long time. I would have liked to keep my two B's, but I could not do so safely, as the only way was to play P—K Kt 4, which would have created weaknesses on the King's side, in addition to the primary weakness of my Q P. The text move aims at creating a weakness in the Pawn formation of White, or failing that, to get rid of the annoying pin by the White B, at the same time obtaining complete freedom of action for Black's pieces.

- | | |
|------------|----------|
| 15. Q—Q 3 | B × Q Kt |
| 16. Q × B | Kt—K 5 ! |
| 17. Q—Q 4 | P—K Kt 4 |
| 18. Kt—K 5 | |

If B—Kt 3, Black could play either B—B 4 or B × Kt; P × B, Q—B 3; leading to a draw. White evidently plays to win, thinking of the exposed position of the Black King and of the weak Q P.

- | | |
|----------|-------|
| 18. | B—B 4 |
|----------|-------|



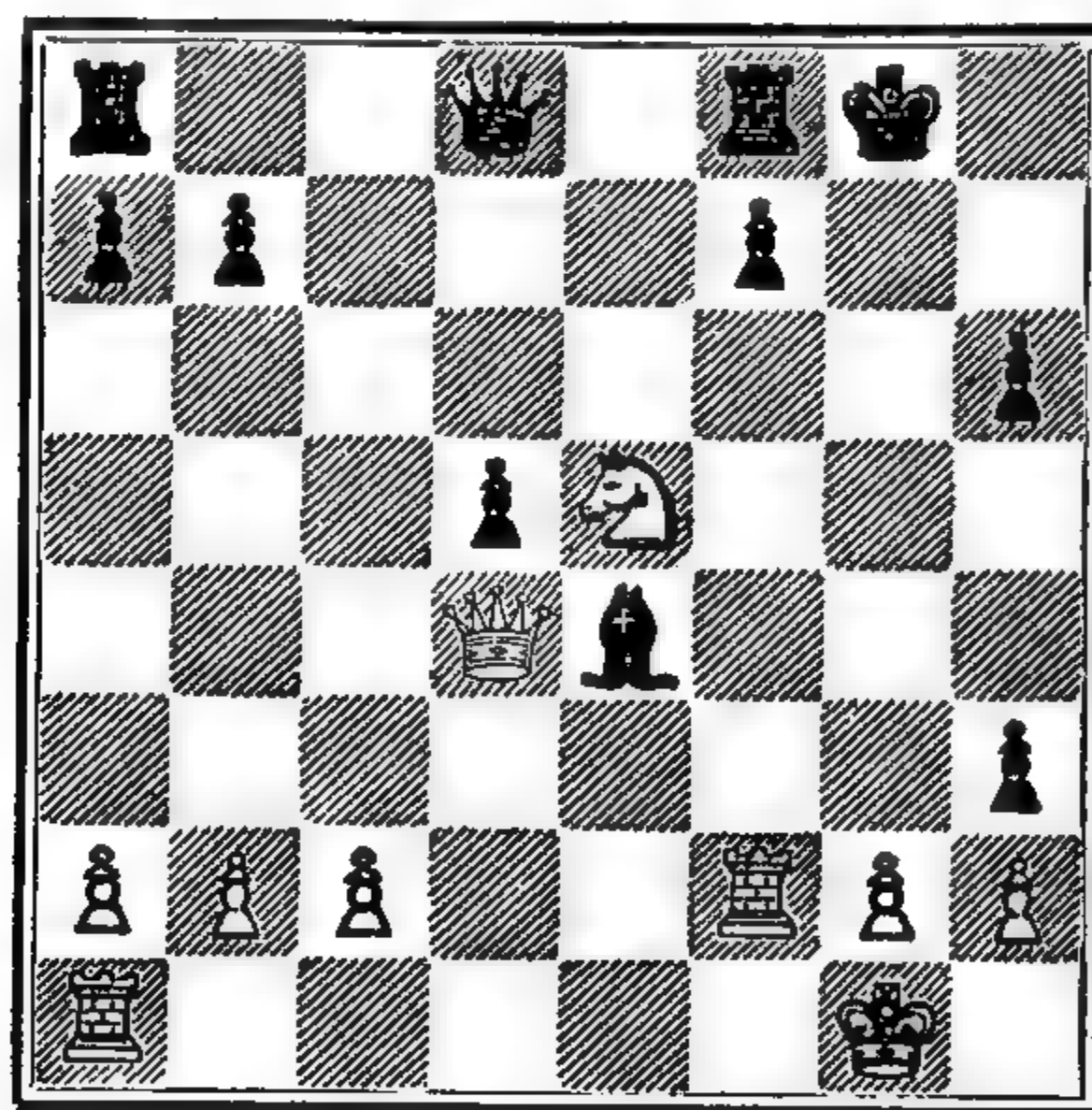
19. P—K B 3

Still under the impression that their position is better, otherwise the White allies would have played B—Kt 3, when the following variation might have occurred: 19 B—Kt 3, Kt × B; B P × Kt, B × P; Kt—Kt 4, P—B 4; Kt—K 3, B—K 5; Q R—Q, Q—Kt 3 !; Kt × Q P, B × Kt; Q × Q, P × Q; R × B, R × P; with a very slight advantage.

19. P × B
20. P × Kt B × P
21. R—B 2

If Kt—Kt 4, P—B 4 !

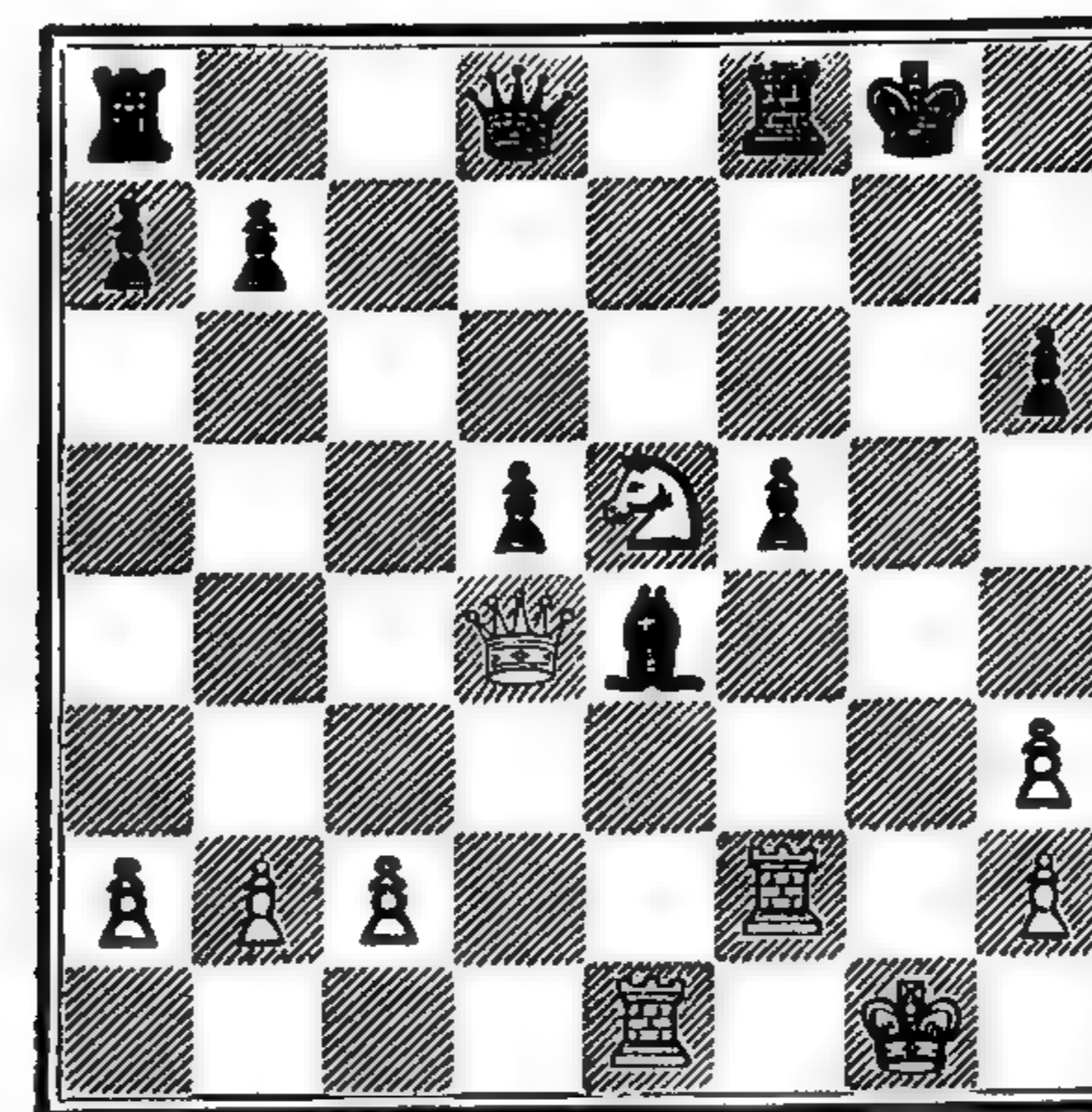
21. P—R 6 !



The double R Pawn is useless except for the purpose of breaking up the White K side Pawns and opening the line for Black's pieces, rendering the B at K 5 an all-powerful piece. If White takes the Pawn Black will also have a passed Pawn for the end game, which will make him prac-

tically a Pawn ahead. I might say that it is through the great force of this move that the game was finally won.

22. R—K P—B 4
23. P × P



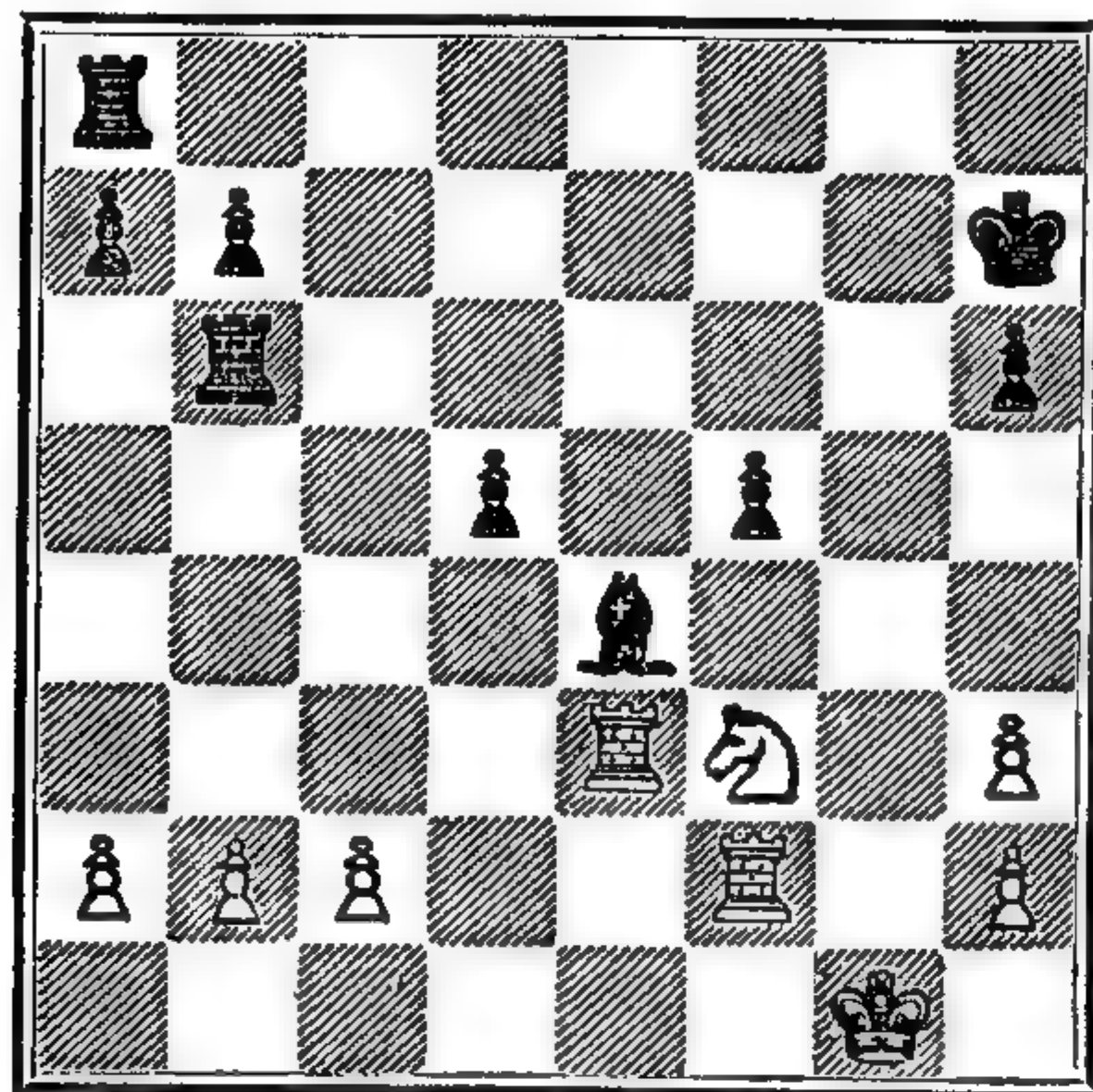
23. Q—B 3

K—R 2 was the right move. The text move exposed Black to the following variation, which I thought at the time would win for Black without much trouble, but careful examination will prove this not to be the case. In fact, Black cannot win at all. Thus: R × B, Q P × R; R—Kt 2 ch, K—R; R—Kt 6, R—K Kt; Kt—B 7 ch, K—R 2; Q × Q, R × R ch; Kt—Kt 5 ch, R × Kt; K—B 2.

24. Kt—B 3 K—R 2

White missed his chance as indicated in the previous note. From now each move should be studied with care as the coming end game is very difficult. I consider it one of my very best,

25. Q × Q R × Q
 26. R—K 3 R—Kt 3 !



The beginning of a very elaborate plan, the first object of which is to force the advance of one of White's Q side Pawns, so that the White Rooks cannot be free to manoeuvre and attack Black's Q side Pawns. Many of the other points, which would take pages to explain, will be revealed by the coming moves in the game.

27. P—Kt 3 R—Q B

To prevent the White R from going to Q B 3. At the same time the attack on the Q B P holds the Kt at Q 4 and keeps a R defending the Pawn.

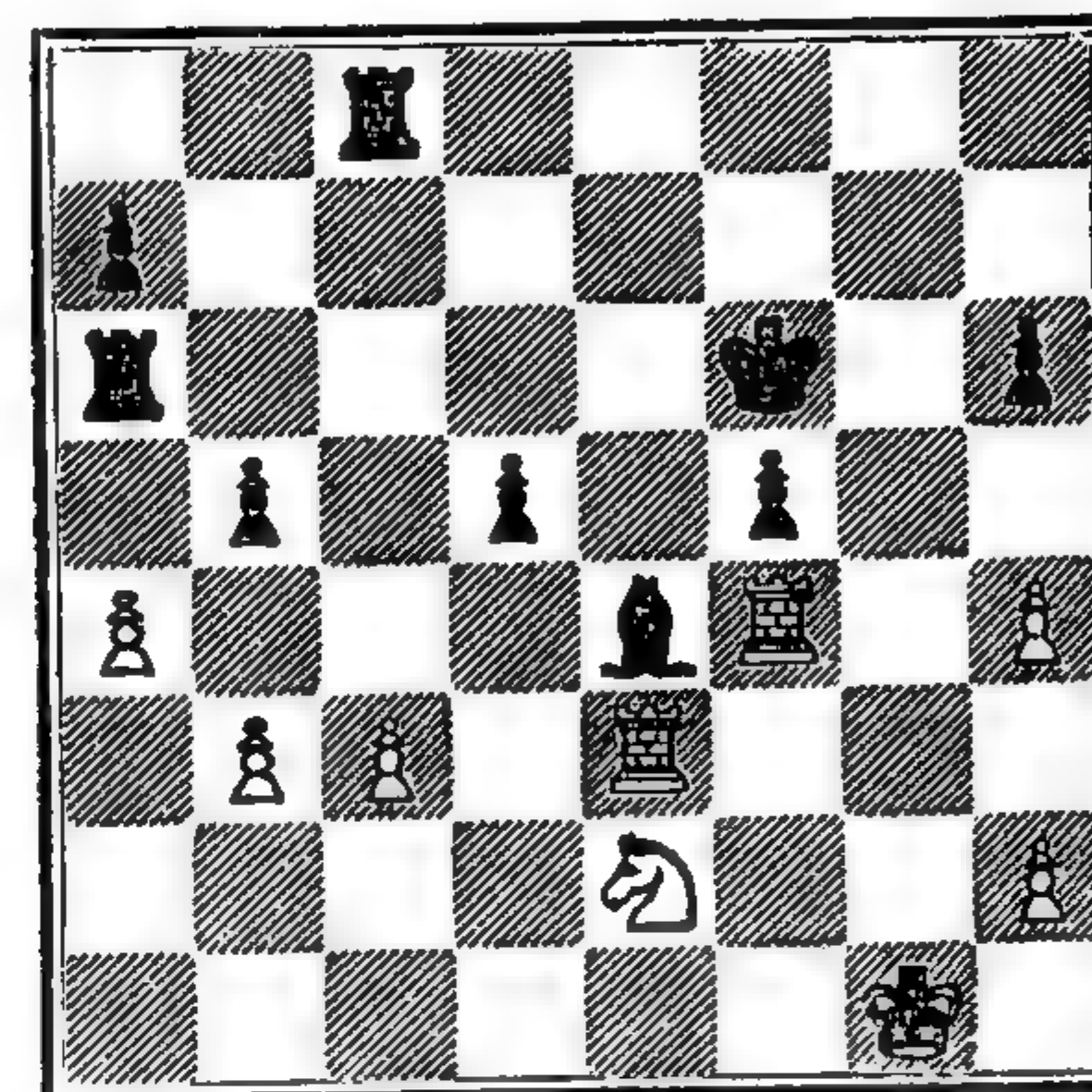
28. Kt—Q 4 R—K B 3
 29. R—B 4 K—Kt 3

Forcing the B P to advance, which is part of Black's plan. If R—B 2 the K B P will soon advance and the Black R go to B 6.

30. P—B 3 K—Kt 4
 31. Kt—K 2 R—R 3 !

The plan is maturing, White will have to play P Q R 4, and Black can then break through by P—Kt 4 !

32. P—R 4 ch K—B 3
 33. P—R 4 P—Kt 4 !



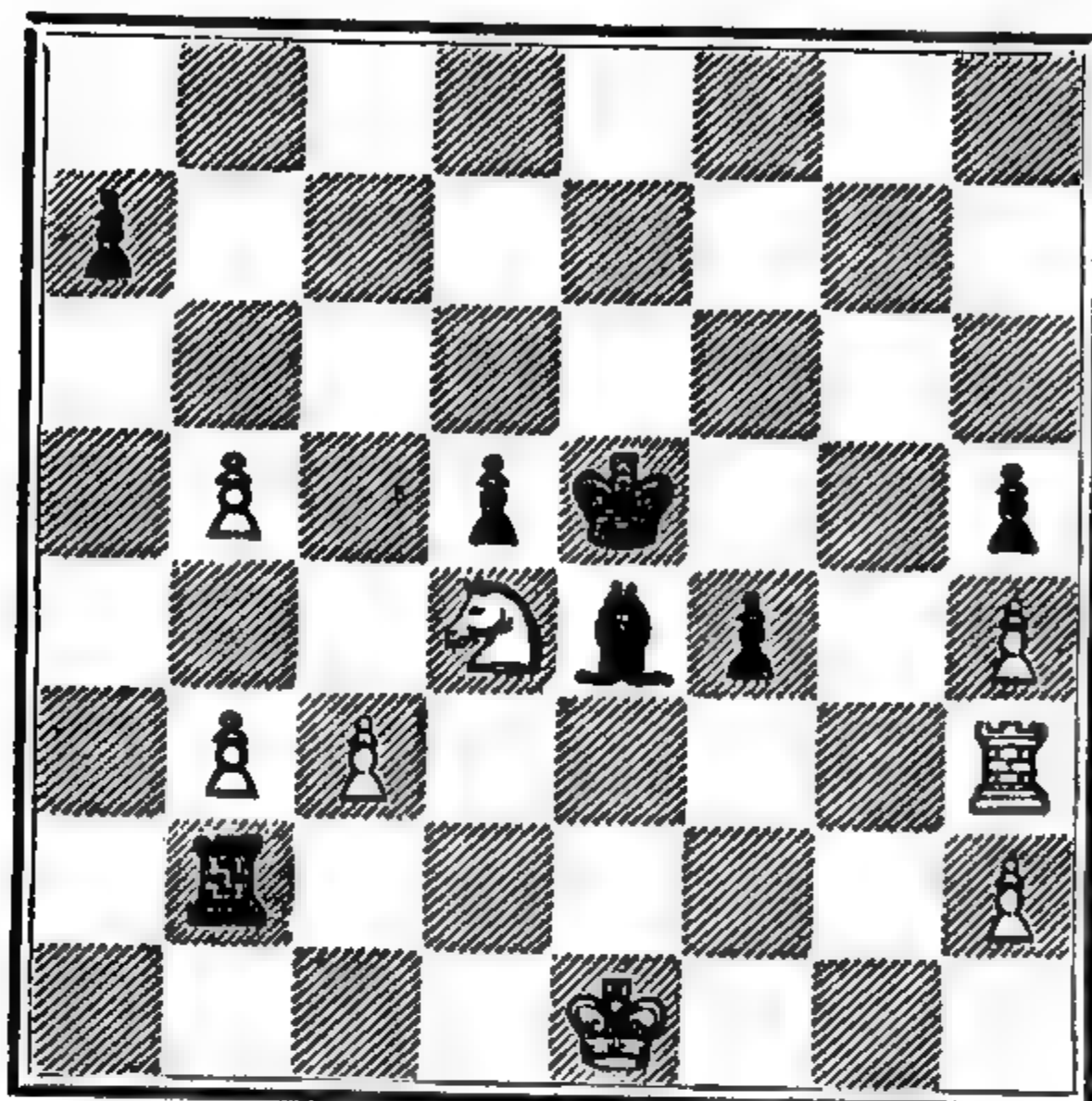
Now, as the R goes through, and the K advances to the centre, the enormous power of the B at K 5 becomes evident. The passed B P will soon advance and the game will be over.

34. P × P R—R 8 ch
 35. R—B

If K—B 2; K—K 4, followed by R—R 7 threatening R × Kt and K × R.

35. R × R ch
 36. K × R K—K 4
 37. Kt—Q 4 P—B 5
 38. R—R 3 R—K Kt

- | | |
|-----------|-----------|
| 39. K—K | R—Kt 8 ch |
| 40. K—K 2 | R—Kt 7 ch |
| 41. K—B | R—Kt 7 |
| 42. K—K | P—K R 4 |



Now the K must move to Q, and after forcing the exchange of the Kt for the B, the passed K B P cannot be stopped.

- | | |
|------------|--------|
| 43. K—Q | B—B 4 |
| 44. Kt × B | K × Kt |
| 45. P—B 4 | |

If R—Q 3, K—K 5; R—Q 4 ch, K—K 6; R × Q P, P—B 6; R—K 5 ch, K—B 5; R—K 7, P—B 7; R—B 7 ch, K—K 6; and White must finally give up his R for the B P.

- | | |
|-------------|-------|
| 45. | K—K 5 |
| 46. R—Q B 3 | P—B 6 |
| 47. K—K | P—Q 5 |
| Resigns. | |

THE GREAT ST. PETERSBURG TOURNAMENT, 1914.

A few days before the Tournament started, while Dr. Bernstein, Alechin and I were at the House of the Vice-President of the St. Petersburg Chess Club (Mr. Sossnitzki), the following conversation took place:— Dr. Bernstein: "Well, Capa, it is going to be a hard tournament; what do you think? One of you three" (Lasker, Rubinstein and myself) "will win it; who do you think?" Capablanca: "I favour Rubinstein." Dr. Bernstein: "Why? Lasker is a little out of practice; but what about you?" Capablanca: "Well, Rubinstein is in excellent health, and has prepared for this tournament for a long time. Lasker, as you say, is uncertain, because he is a little out of practice, and I am in very poor condition. My health just now is not very good, and I will be satisfied if I finish second." As it turned out, Rubinstein failed badly, and Lasker and I were left to fight it out. I took the lead from the start, while Lasker came very near dropping out as Rubinstein did. Alechin threatened on several occasions to assume second place, but failed at the critical moment, and lost to Lasker through a very bad manoeuvre, after having the better game. I in turn, badly exhausted towards the end, though having a lead of $1\frac{1}{2}$ points, could not keep the pace and lost first prize by half a point. Lasker was first with $13\frac{1}{2}$, I was second with 13, and Alechin third with 10. My poor physical condition and Lasker's superb form at the finish tell the tale, but at any rate it became evident that we stood

above the rest of the competitors, and that only a match could decide who was the better of the two. I hope the match will come, the sooner the better, as I don't want to play an old man, but a master in the plenitude of his powers. I have been ready, and challenged him for the first time eight years ago, and it is through no fault of mine that the match has not already taken place.

The following are two of my best games during the tournament:—

GAME No. 24.

PLAYED AT THE ST. PETERSBURG INTERNATIONAL
TOURNAMENT, APRIL, 1914.

Queen's Gambit Declined.

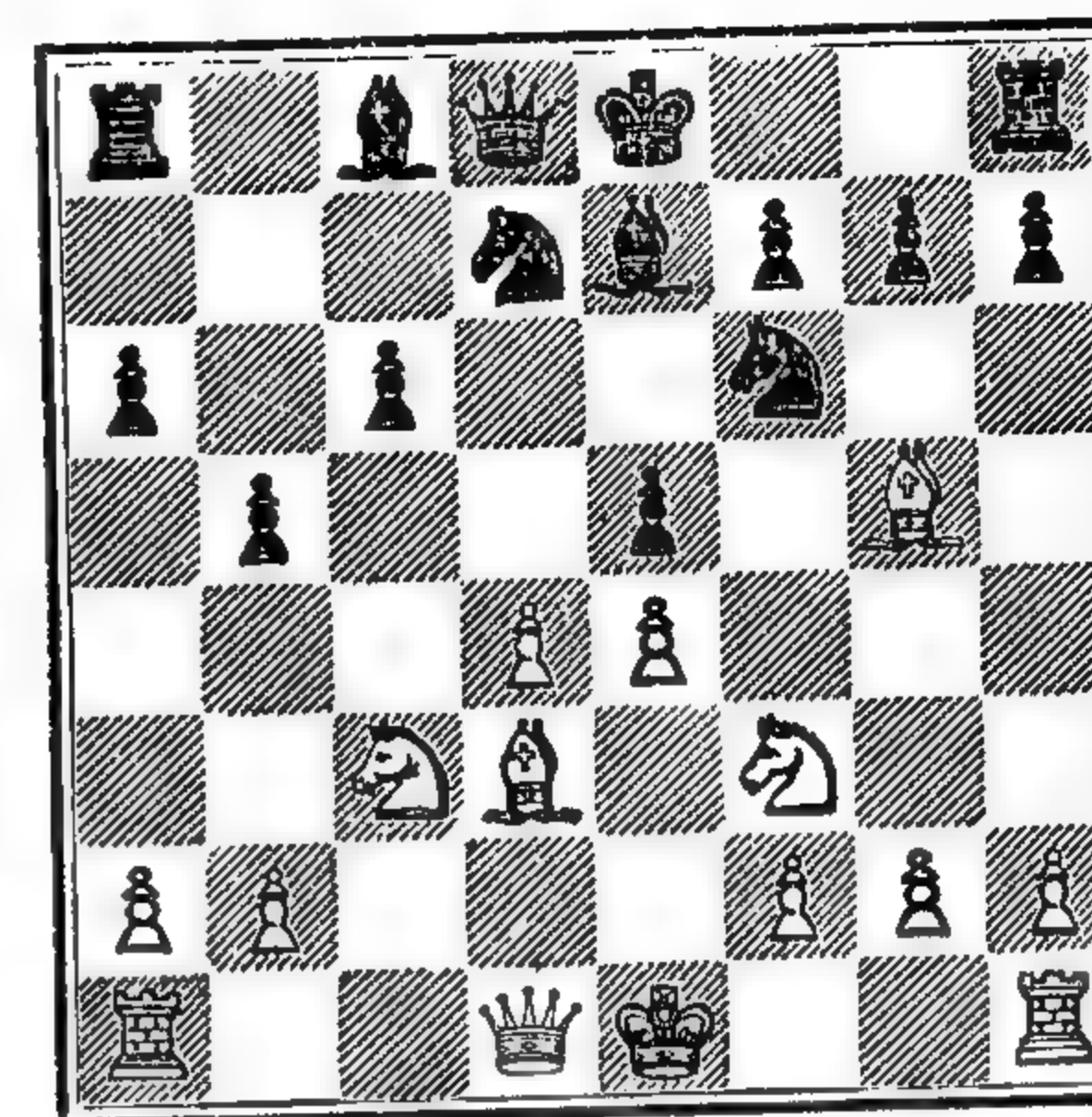
Awarded the First Brilliancy Prize.

White:	Black:
J. R. Capablanca.	Dr. O. S. Bernstein.

1. P—Q 4	P—Q 4
2. Kt—K B 3	Kt—K B 3
3. P—B 4	P—K 3
4. Kt—B 3	Q Kt—Q 2
5. B—Kt 5	B—K 2
6. P—K 3	P—B 3

This and the few following moves constitute a system of defence which had been carefully studied by Dr. Bernstein, and which he had already played against me in one of our two games at Moscow. The previous game had resulted in a draw, after I had had the worst of the opening, due to my failure to bring out the Q B.

7. B—Q 3	P.×P
8. B×P	P—Kt 4
9. B—Q 3	P—Q R 3
10. P—K 4	P—K 4



All this is part of the system already referred to in the previous note, but it is bound to be wrong, as it is against the principles of the openings. White, on the other hand, adheres strictly to sound developing lines, and soon is able to show the weakness of the adversary's plan.

11. P×P	Kt—Kt 5
12. B—K B 4	B—B 4
13. Castles	Q—B 2

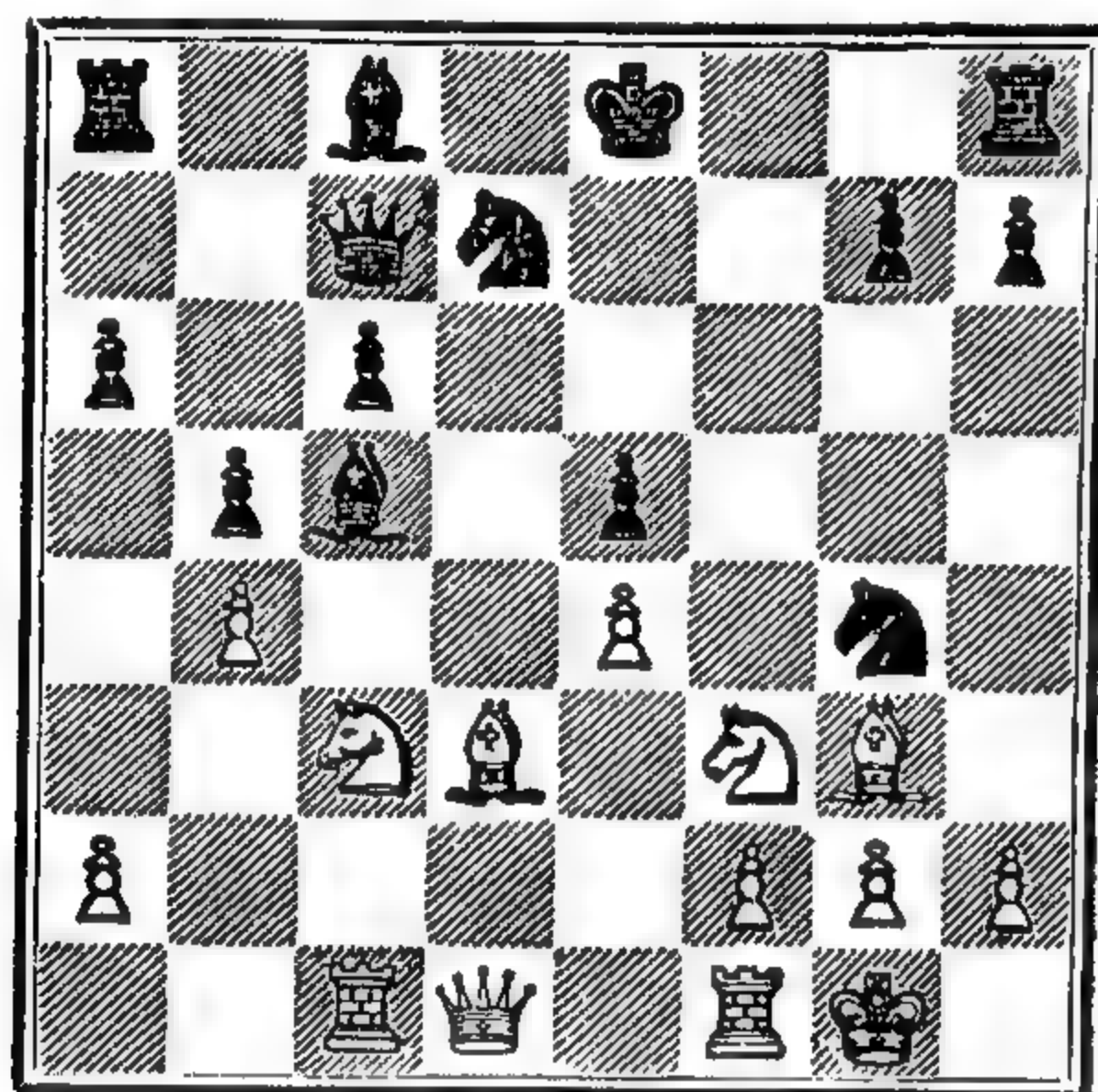
Black does not play Q—K 2 on account of P—K 6, when he would have to retake with the B P; that was at any rate Dr. Bernstein's explanation at the time.

14. R—B 1	P—B 3
15. B—Kt 3	P×P

Black has regained the P, but an examination of the situation will show that White has an overwhelming position.

All his pieces are in play, some in a defensive and others in an attacking position, even the B which does not seem to do much will soon be very effective, while Black has not yet castled and his Q R and Q B are undeveloped. It is now up to White to take advantage of the position before Black has time to deploy his forces.

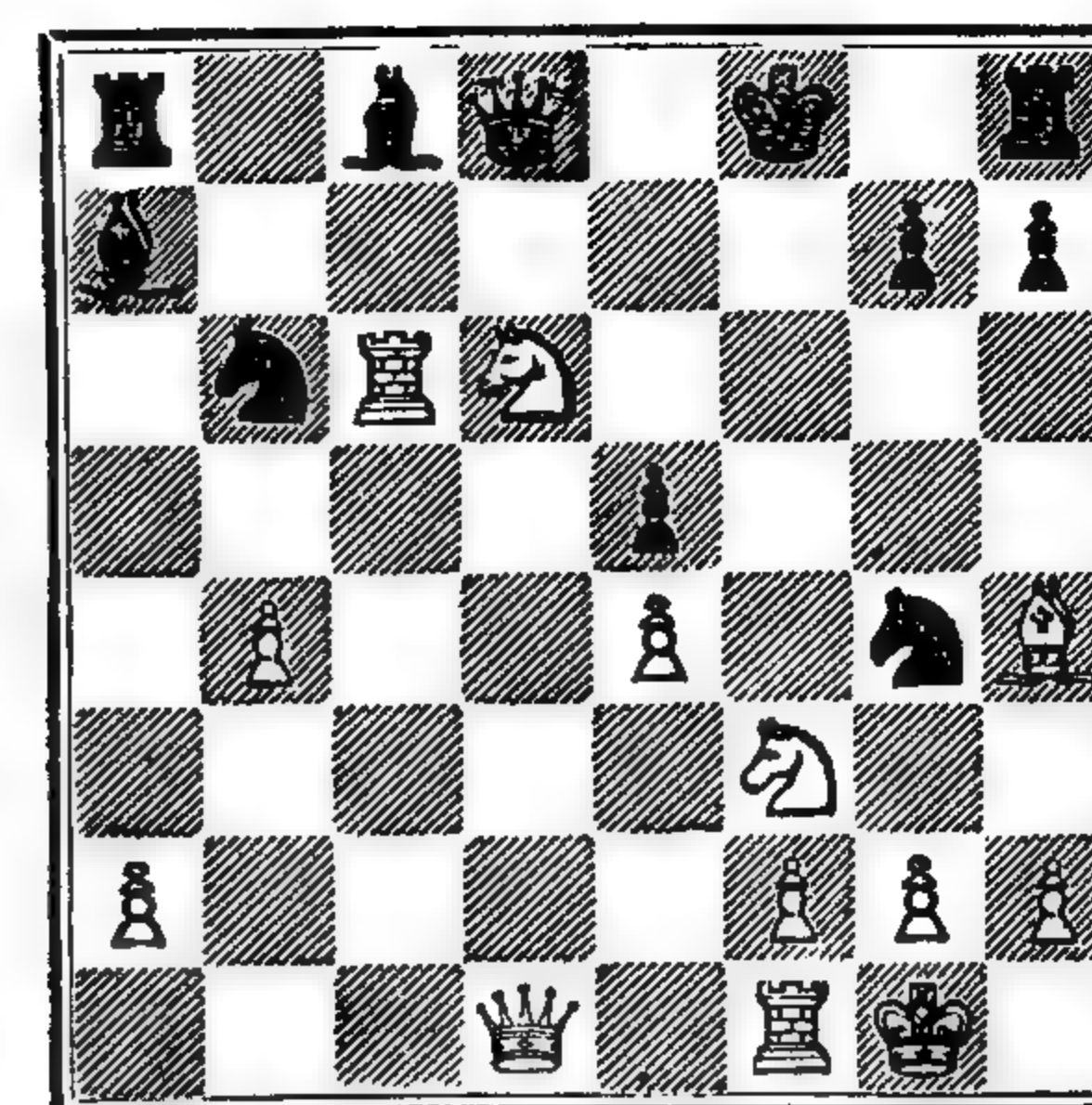
16. P—Kt 4 !



16. B—R 2

A careful examination will show that Black could not safely take the P on account of Kt—Q 5. The object of White's previous move is accomplished. The B no longer holds two diagonals, one offensive and the other defensive, but only one, and as he has weakened the defence of his K it is now time to carry on the assault.

17. K B × P !	R P × B
18. Kt × Kt P	Q—Q
19. Kt—Q 6 ch	K—B
20. R × P	Kt—Kt 3
21. B—R 4 !	



This is to my mind the finest move in the game, though all annotators have overlooked the fact. Before making it I had to plough through a mass of combinations which totalled at least one hundred moves. The text combination is one of them, and I had to see through the whole thing to the end before I decided on this move. Otherwise the simple continuation Kt × P would have been adopted.

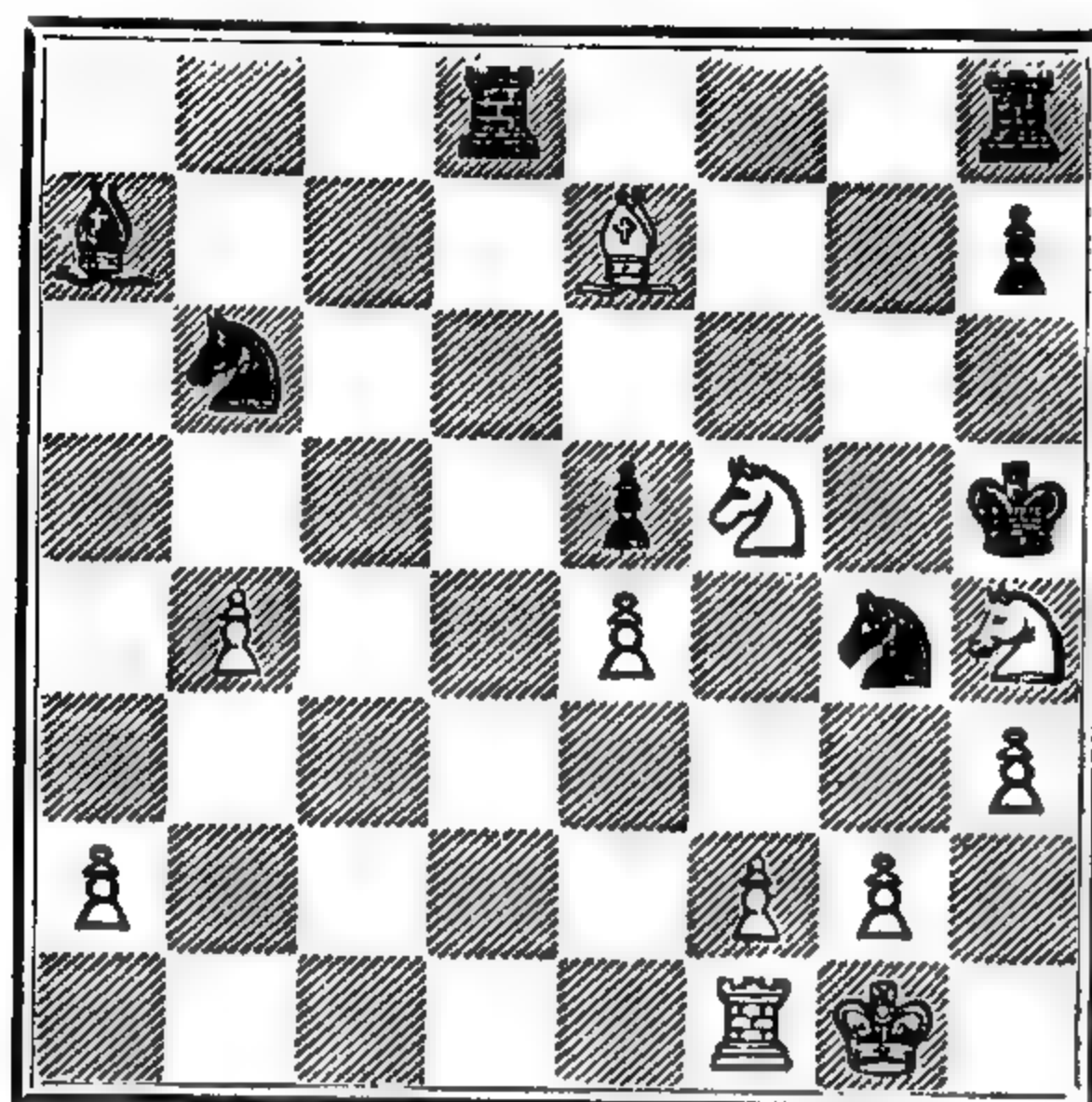
21.	Q—Q 2
22. Kt × B !	Q × R
23. Q—Q 8 ch	Q—K

If K—B 2, Kt—Q 6 ch, K moves, mate.

24. B—K 7 ch	K—B 2
25. Kt—Q 6 ch	K—Kt 3
26. Kt—R 4 ch	K—R 4

If K—R 3; Kt (Q 6)—B 5 ch, K—R 4; Kt × P ch, K—R 3; Kt (R 4)—B 5 ch, K—Kt 3; Q—Q 6 ch, and mate next move.

27. Kt × Q R × Q
 28. Kt × P ch K—R 3
 29. Kt (Kt 7)—B 5 ch K—R 4
 30. P—K R 3 !



The climax of the combination started with B—R 4. White is still threatening mate, and the best way to avoid it is for Black to give back all the material he is ahead and remain three Pawns behind. I believe that this is one of the longest combinations on record, and that if the number of the pieces involved, its many aspects and complications are all considered, it will be difficult to find one to match it. Personally I do not think that this combination is of so difficult and high a character as the one I evolved at San Sebastian against the same Dr. Bernstein, but it is certainly longer, or at least more picturesque in its many phases, and the position reached with the last move is more like a problem than an actual game. I beg to be forgiven if I dwell too long on this game, but it appeals as much to my artistic sense as it complies with the logical and analytical requirements which I deem essential in a masterpiece.

30. Kt—B
 31. P × Kt ch K × P
 32. B × R R × B
 33. P—Kt 3 R—Q 7
 34. K—Kt 2 R—K 7

If R × P, Kt—B 3.

35. P—R 4 Kt—Kt 3
 36. Kt—K 3 ch K—R 4
 37. P—R 5 Kt—Q 2
 38. Kt (R 4)—B 5 Kt—B 3
 39. P—Kt 5 B—Q 5
 40. K—B 3 R—R 7
 41. P—R 6 B—R 2
 42. R—B R—Kt 7
 43. P—Kt 4 ch K—Kt 4
 44. R—B 7

Black might have resigned here.

44. R × P ch
 45. K × R Kt—Kt P ch
 46. K—B 3 Resigns.

GAME No. 25.

PLAYED AT THE ST. PETERSBURG INTERNATIONAL
TOURNAMENT, APRIL, 1914.

Four Knights' Game

White:
Niemzowitch.

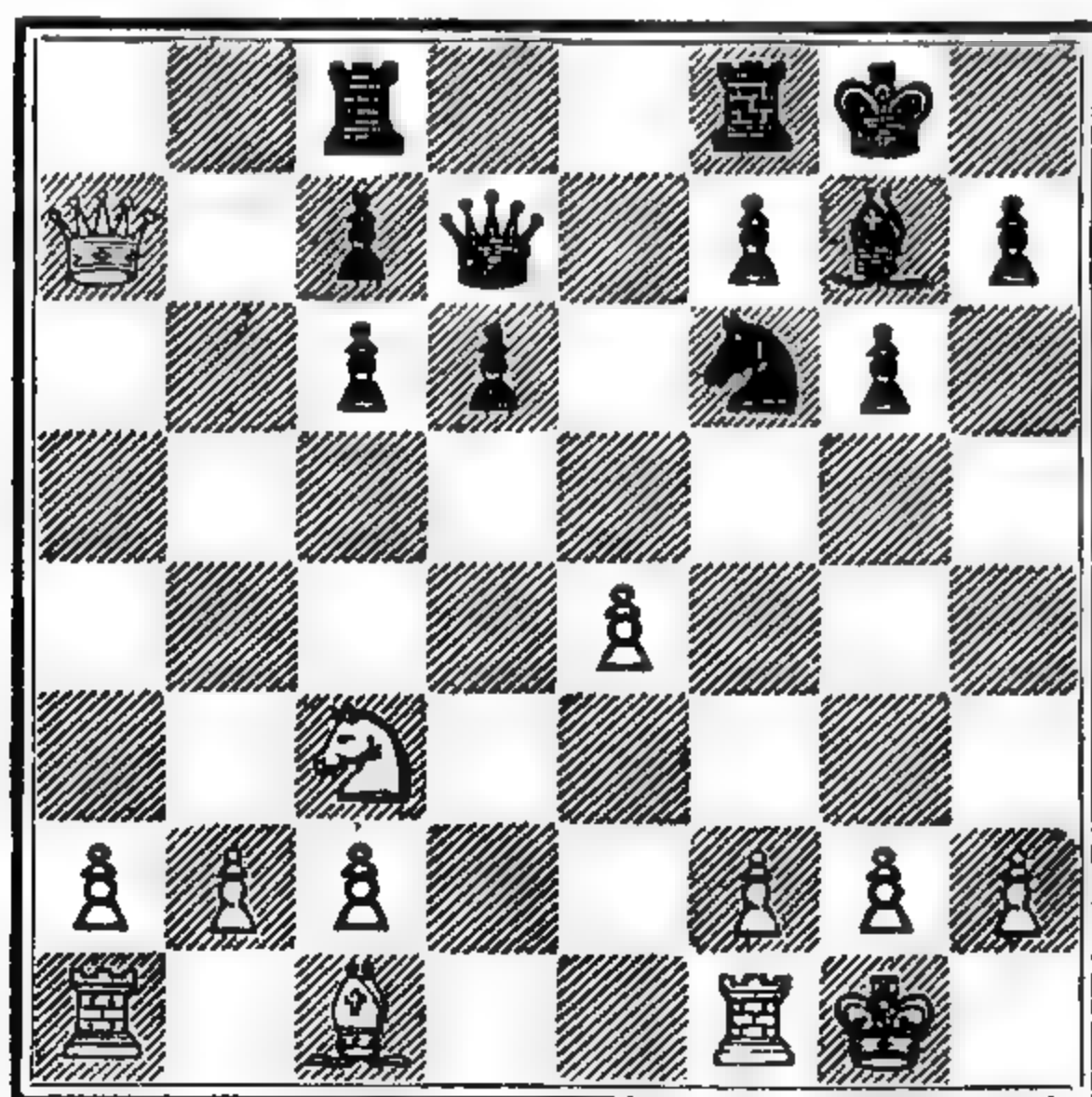
Black:
Capablanca.

1. P—K 4 P—K 4
 2. Kt—K B 3 Kt—Q B 3

- | | |
|-----------|----------|
| 3. Kt—B 3 | Kt—B 3 |
| 4. B—Kt 5 | P—Q 3 |
| 5. P—Q 4 | B—Q 2 |
| 6. B × Kt | B × B |
| 7. Q—Q 3 | P × P |
| 8. Kt × P | P—K Kt 3 |

A novel idea, brought out on the spur of the moment, with the intention of putting White on his own resources and out of the normal forms of this defence with which Niemzowitch is very familiar.

- | | |
|-------------|---------|
| 9. Kt × B | P × Kt |
| 10. Q—R 6 | Q—Q 2 |
| 11. Q—Kt 7 | R—B |
| 12. Q × R P | B—Kt 2 |
| 13. Castles | Castles |



Black is a Pawn behind, but all his forces are now deployed and ready for manœuvring, while White, who had to make three moves with his Queen in order to win a

Pawn, is therefore very backward in his development. Niemzowitch, it is true, does not make the best moves now, but I believe he has been unjustly criticised for losing this game, although none of the critics have given a satisfactory line of procedure. They have all suggested moves here and there; but the games of the great masters are not played by single moves, but must be played by concerted plans of attack and defence, and these they have not given.

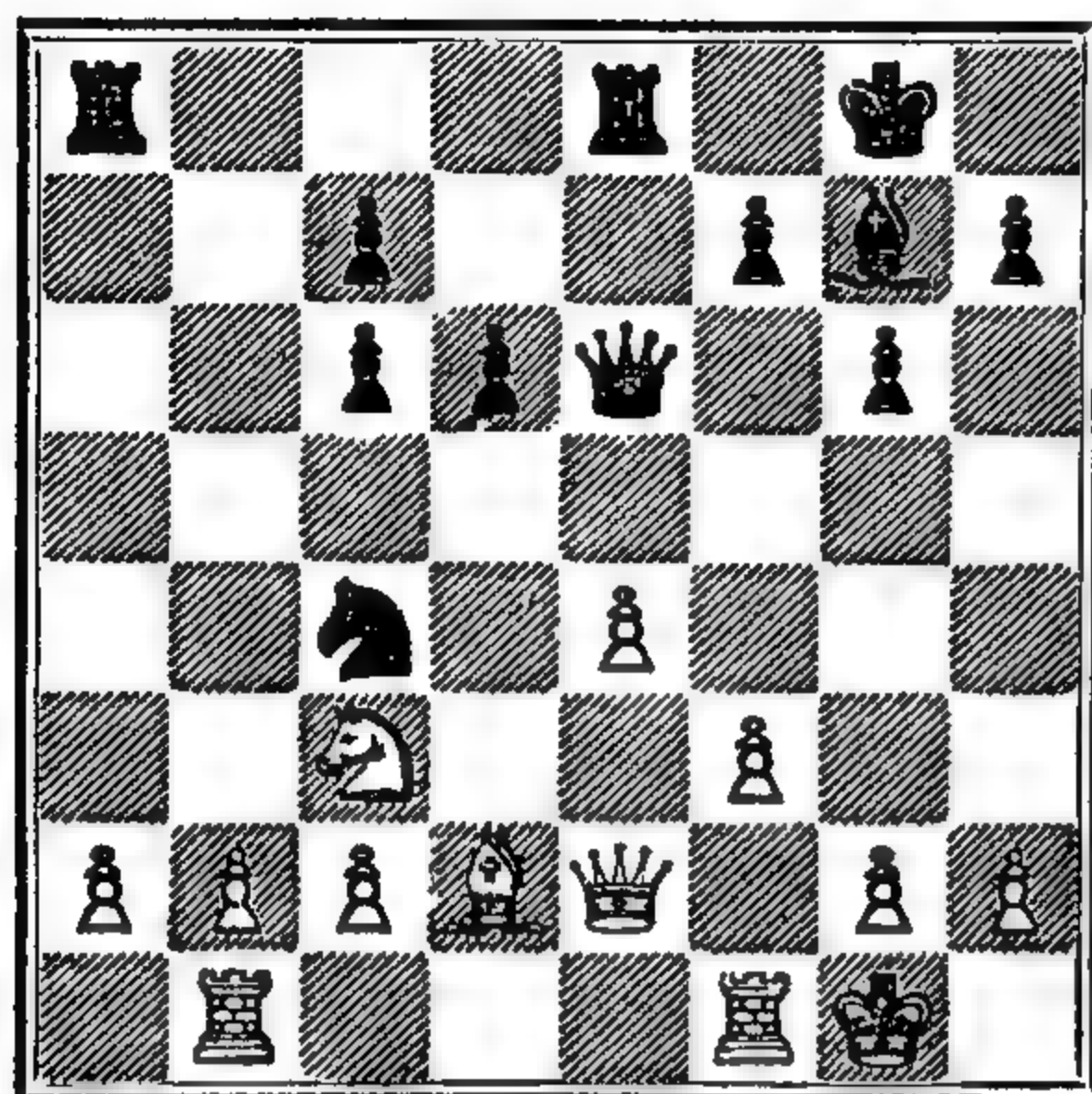
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|-----------|-------|
| 14. Q—R 6 | K R—K |
| 15. Q—Q 3 | |

This makes the sixth move with the Queen out of fifteen played so far. Evidently White's plan is to consolidate his position and finally win with the extra Pawn. He fails, however, to take the best measures against Black's plan, which consists in placing his Rooks in the open lines, bringing his Kt round to Q B 5, if possible, and through the combined pressure of the B, the two Rs and Kt, and the Q if necessary against the Q Kt and Q R P, to regain his material, keeping the upper hand at the same time. The plan in this case is masked by the direct attack against the K P.

- | | |
|-------------|--------|
| 15. | Q—K 3 |
| 16. P—B 3 | Kt—Q 2 |

Now the B's line is open and the Kt threatens to come to the Q side for the attack against the Q Kt and Q R P. It is doubtful if White has any longer a good line of defence. At any rate, I believe that the best he can hope for is a draw.

- | | |
|------------|--------|
| 17. B—Q 2 | Kt—K 4 |
| 18. Q—K 2 | Kt—B 5 |
| 19. Q R—Kt | R—R |



The real attack begins. Black is bound to regain the P without thereby losing ground. If White now plays P—Q Kt 3, then Kt × B; Q × Kt, R—R 6; and the Q R P must go. White, however, having nothing better, should have adopted this line.

- | | |
|-------------|------------|
| 20. P—Q R 4 | Kt × B |
| 21. Q × Kt | Q—B 5 |
| 22. K R—Q | R (K)—Kt |
| 23. Q—K 3 | R—Kt 5 |
| 24. Q—Kt 5 | B—Q 5 ch |
| 25. K—R | R (R 1)—Kt |
| 26. R × B | |

Forced, as Black threatens B × Kt in any case.

- | | |
|----------|-------|
| 26. | Q × R |
|----------|-------|

Black is now the exchange ahead and will soon regain

his Pawn, so that the rest of the game requires no comment. It is simply a matter of time.

I have chosen this game as an example of position play. The apparently simple moves are in reality of a very complicated nature, and they all obey a preconceived plan. Such games are in fact of the highest and most difficult type, and only the connoisseur can fully appreciate them.

- | | |
|-----------|----------|
| 27. R—Q | Q—B 5 |
| 28. P—R 4 | R × Kt P |
| 29. Q—Q 2 | Q—B 4 |
| 30. R—K | Q—K R 4 |
| 31. R—R | Q × P ch |
| 32. K—Kt | Q—R 4 |
| 33. P—R 5 | R—R |
| 34. P—R 6 | Q—B 4 ch |
| 35. K—R | Q—B 5 |
| 36. P—R 7 | Q—B 4 |
| Resigns. | |

Looking back to this period from San Sebastian to St. Petersburg it will be found that the play has gradually developed in strength. The endings are as ever before of a high type, the imagination has reached its full scope, and brilliant combinations and conceptions are the rule. The openings are much better played, and in fact there seems to be no special weakness in any of the departments of the game. I think I might be said to have reached the height of my power as a chess master. Hereafter I may gain a little from experience, and the style may be somewhat changed accordingly, but whatever I may gain in one way I am sure will show a corresponding loss somewhere else. I may become more difficult to beat,

but will also not be so apt to overcome strong opposition. It is only in the openings that I have yet a great deal to learn, and this will soon be done as we shall see presently. Hereafter, if I may be allowed to continue this dissertation, the interest in my play will centre mainly upon the question as to whether or how far I may be able to perfect certain phases of my game, and in which way this will affect my style of play, which will tend in the future to apparently ever increasing simplicity, without losing, as some games will show, the former brilliancy when the occasion demands it.

CHAPTER VIII.

UP TO AND INCLUDING THE RICE MEMORIAL TOURNAMENT.

IN July of 1914 I left St. Petersburg for South America. I stopped for a few days in Berlin and Paris, and took the steamer at Cherbourg for Buenos Aires. The war broke out as I was in mid-ocean, but I reached my destination safely after one or two exciting experiences. During this second visit I played several games of the so-called brilliant kind. The inexperience of my opponents made it possible for me to obtain positions where a win could best be secured through the sacrifice of one or more pieces. I give below an example, which I feel sure will please both the dilettante and the connoisseur.

GAME No. 26.

BUENOS AIRES, SEPTEMBER 17, 1914.

King's Gambit Declined.

White: J. Capablanca. Black: L. Molina and E. Ruiz.

- | | |
|-------------|----------|
| 1. P—K B 4 | P—K 4 |
| 2. P—K 4 | B—B 4 |
| 3. Kt—K B 3 | P—Q 3 |
| 4. Kt—B 3 | Kt—Q B 3 |
| 5. Kt—Q R 4 | B—Kt 3 |
| 6. B—Kt 5 | B—Q 2 |

- | | |
|--------------|----------|
| 7. Kt × B | R P × Kt |
| 8. P—Q 3 | K Kt—K 2 |
| 9. Castles | Castles |
| 10. P—B 5 | P—B 3 |
| 11. B—B 4 ch | K—R |
| 12. P—Q R 3 | |

In order to have a safe retreat for the B against Black's Kt—R 4.

- | | |
|-----------|-----|
| 12. | B—K |
| 13. B—K 6 | |

To prepare against Black's P—Q 4, which would now be answered by P × P, followed by P—Q 4

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|----------|-------|
| 13. | B—R 4 |
|----------|-------|

Very good, and not B—B 2, because of B × B, followed by Kt—R 4, with a very strong attack.

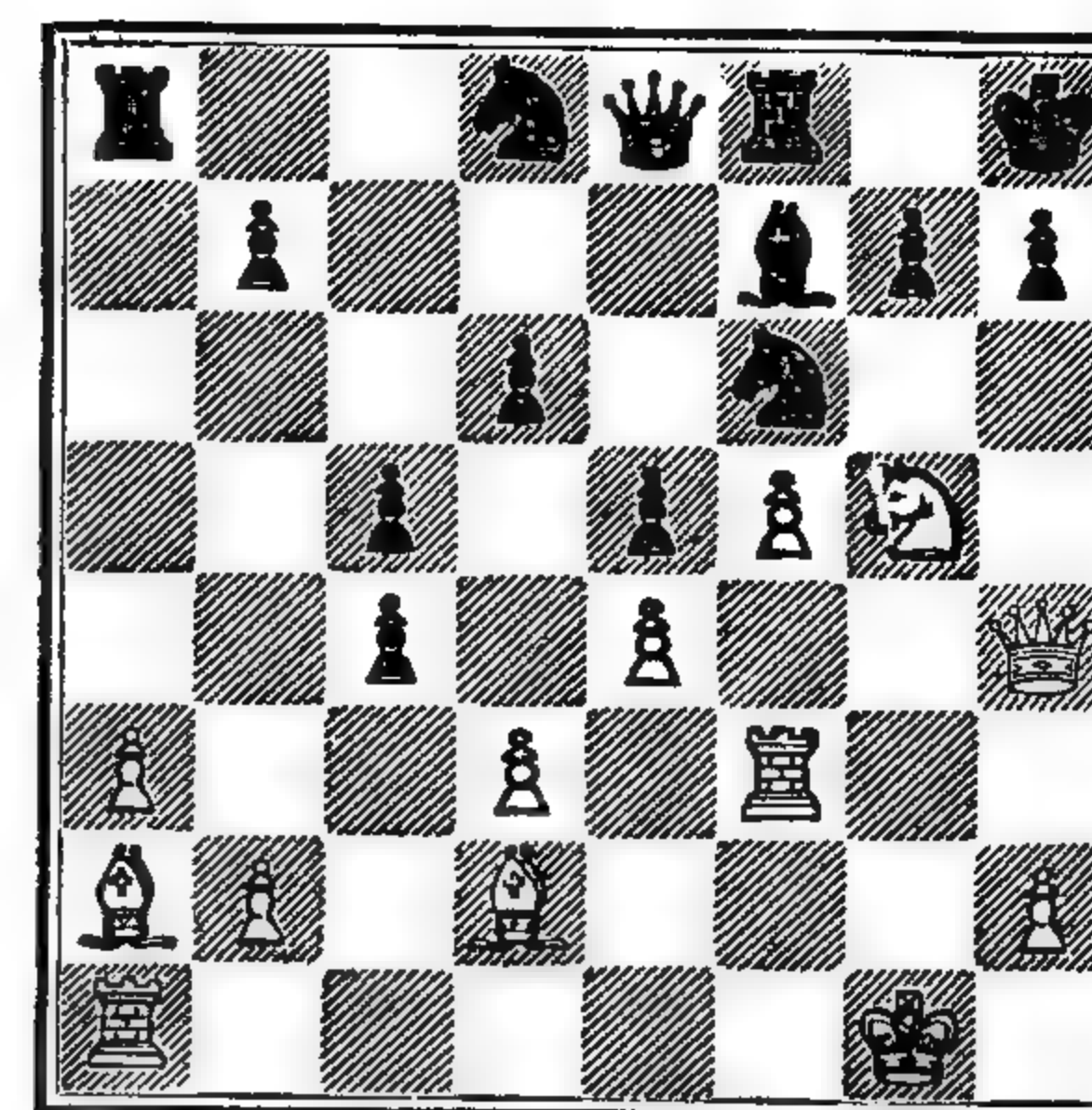
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| 14. Q—K' | Q—K |
|----------|-----|

He should now have played B—B 2, as the White Q is no longer in a position to go to R 5, as on the previous occasion.

- | | |
|-----------|-------|
| 15. Q—R 4 | Kt—Q |
| 16. B—R 2 | B—B 2 |
| 17. P—B 4 | P—B 4 |

Very likely Black's best move was P—Q Kt 4.

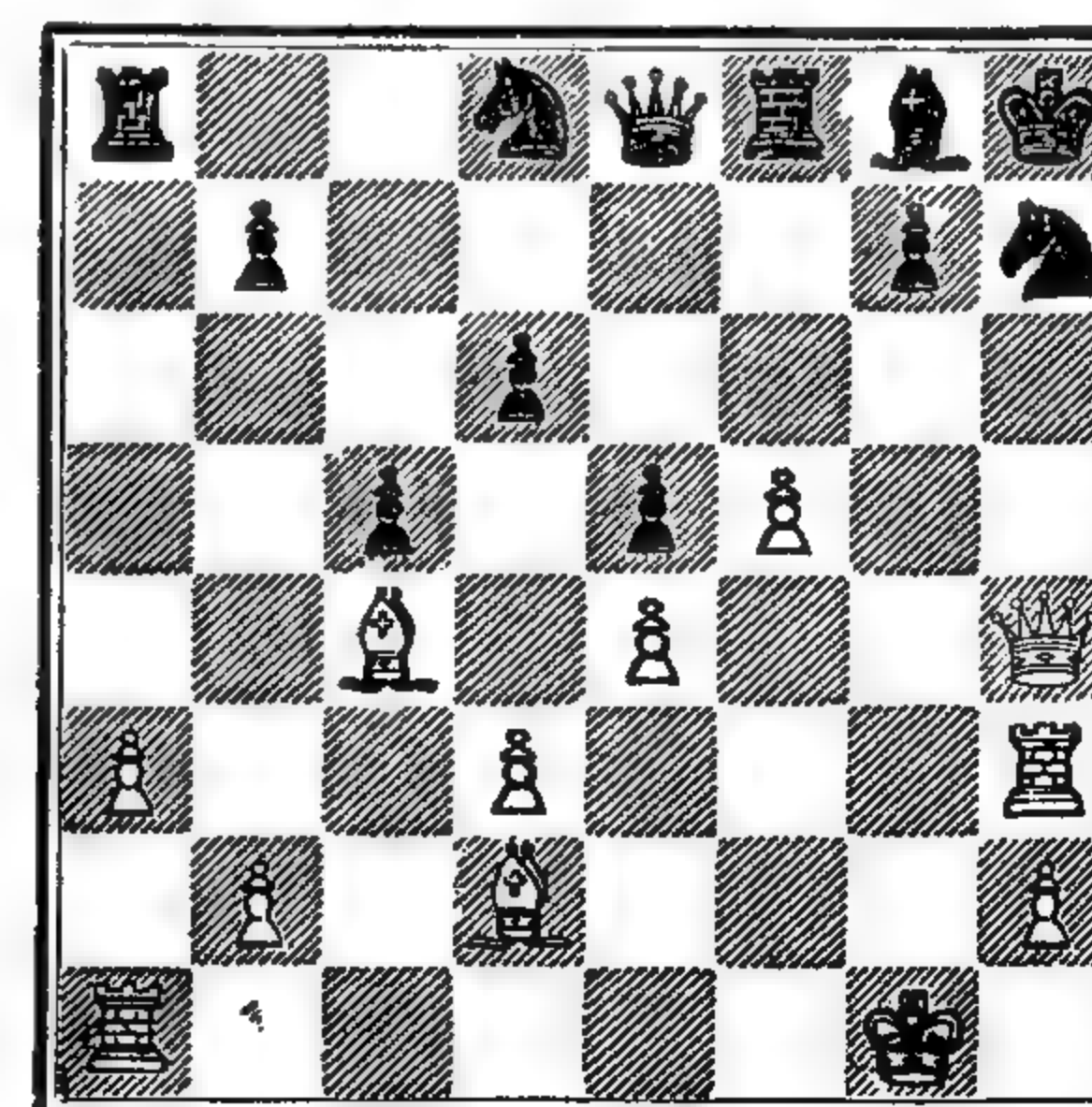
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|---------------|----------|
| 18. P—K Kt 4 | Kt—Kt |
| 19. B—Q 2 | P—Q Kt 4 |
| 20. P—Kt 5 | B P × P |
| 21. Kt × Kt P | Kt—K B 3 |
| 22. R—B 3 | P × P |



23. Kt × P !

Better than R—R 3, when would follow P—K R 3; Kt × B ch, Kt × Kt; B × B P, P—Q 4! I daresay very few masters would have made this sacrifice. It requires not only very great power of combination, but what is still more, exceedingly accurate judgment. A very careful analysis will demonstrate that the sacrifice is absolutely sound.

- | | |
|-----------|---------|
| 23. | Kt × Kt |
| 24. R—R 3 | B—Kt |

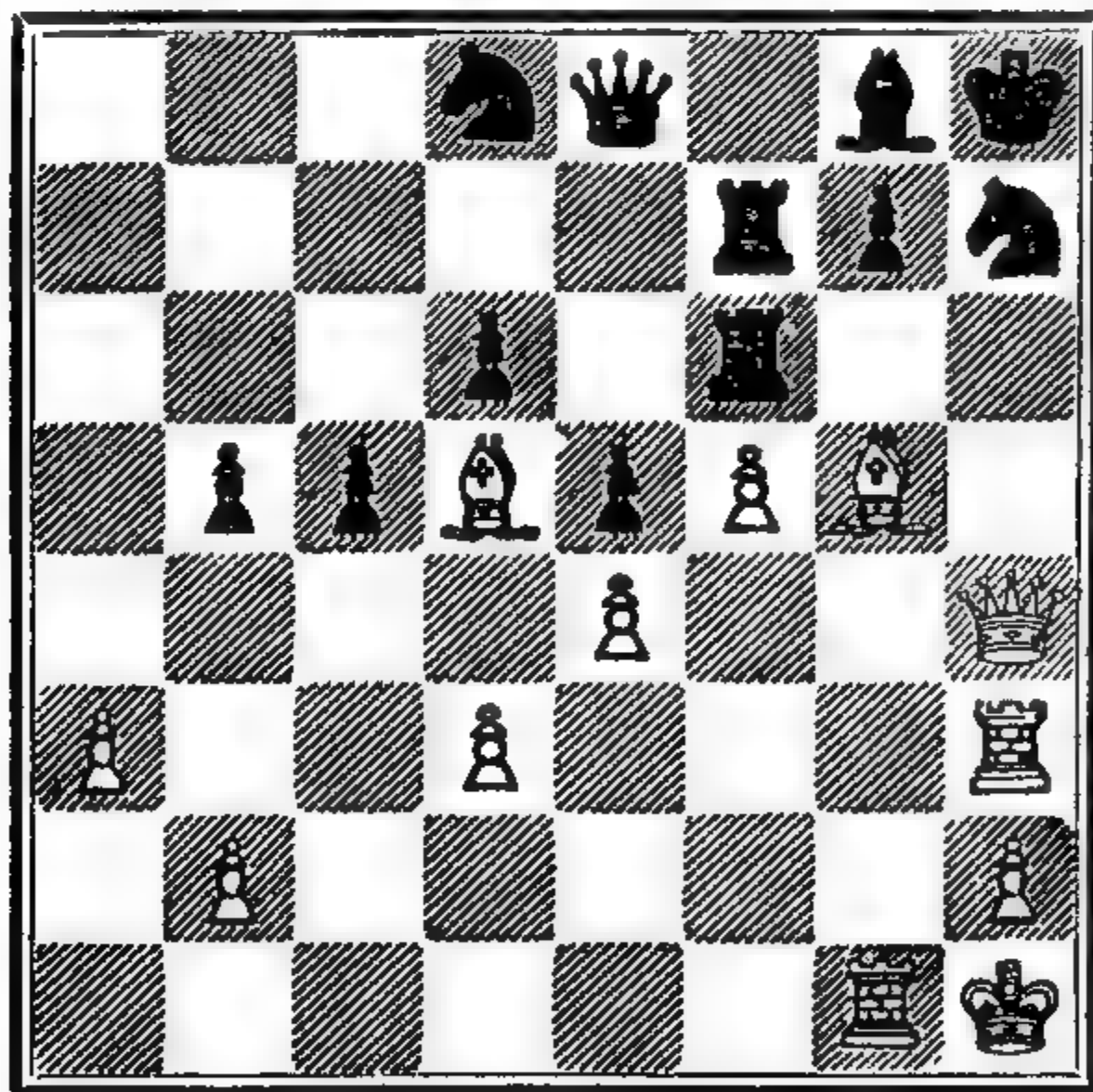


B—R 4 was no better. White could play Q × B with advantage, but still better might be B × P.

25. B × P

No doubt Kt—B 2 looks like the right move. White, however, could continue with K—R in order to play R—K Kt, and also could carry the game quickly by assault as follows: 26 P—B 6! P—Kt 4; 27 Q—R 5, Kt—Q; 28 Q—R 6! R—B 2; 29 B × P, Q—B; 30 K—R! Q × Q; 31 B × Q, R × P (if Kt × P, R—K Kt); 32 R—K Kt.

25.	R—B 2
26. K—R	P—Q Kt 4
27. B—Q 5	Q R—R 2
28. R—K Kt	R—B 3
29. B—Kt 5	Q R—K B 2

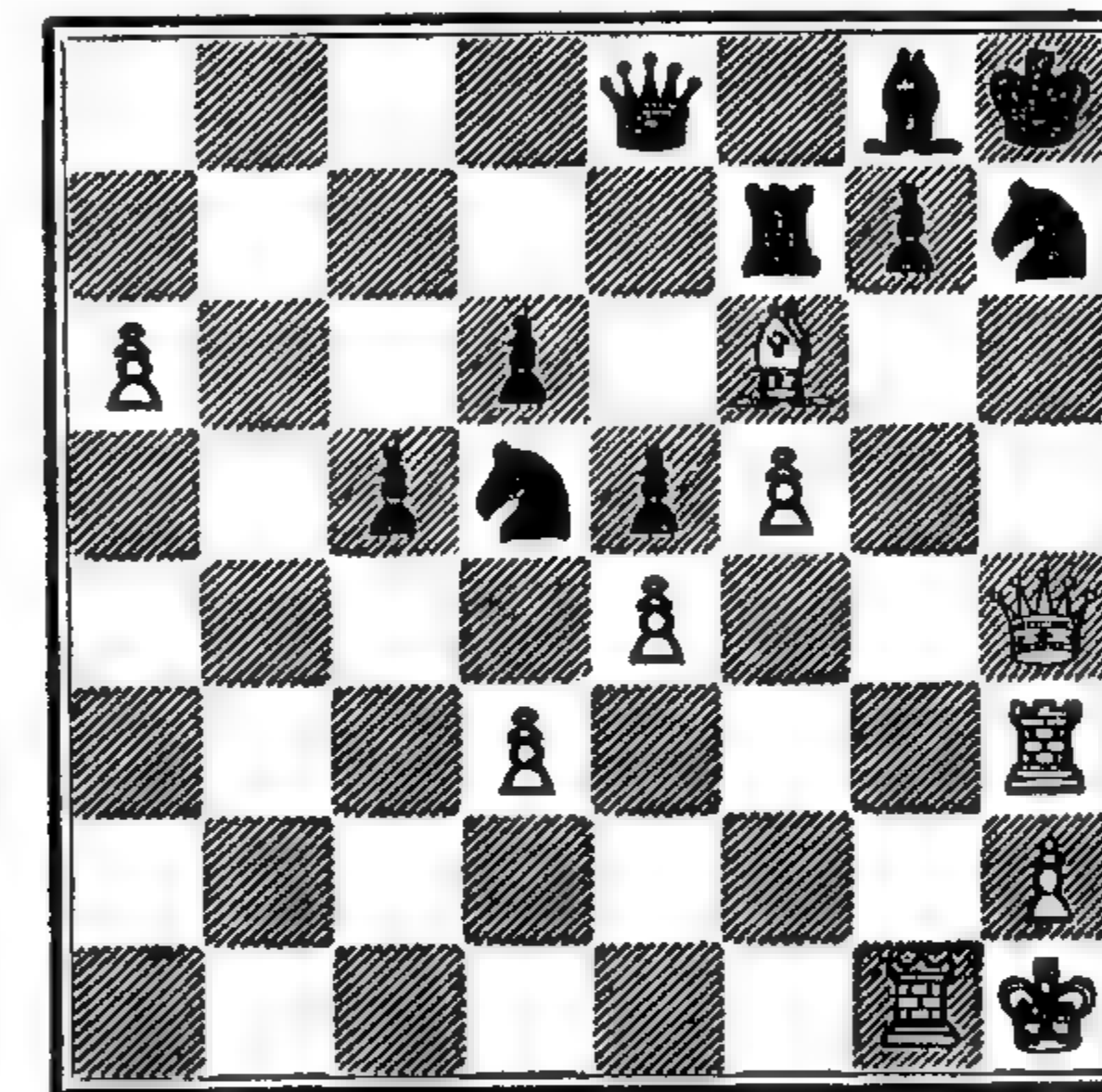


30. P—Kt 3 !

Now that the Black pieces are pinned, White proceeds to obtain a passed Pawn with which to win the game.

30.	Q—B
31. P—R 4	P × P
32. P × P	Q—K
33. P—R 5	Kt—B 3
34. P—R 6	Kt—Kt 5
35. B × K R	Kt × B

Of course, if R × B; Q × R, P × Q; R × B ch, Q × R; B × Q, K × B; P R 7 wins.



36. B × P ch	R × B
37. R × R	K × R
38. Q—R 6 ch	K—R

K—B 2 would be no better. White would have three or four ways to win, of which R—Kt 3 looks strongest, as then we would have K—K 2; R—Kt 7 ch, B—B 2; Q—K 6 ch, K—B; R × B ch, Q × R; Q × Q ch, K × Q; P × Kt winning. The position is most remarkable, as with two pieces ahead Black is helpless, although all that White has left is a Q and R.

39. Q × P

And after a few more moves Black resigned.

After my engagement was over I tarried in Buenos Aires for a couple of months. The German raiders were doing heavy damage, and all the sailing steamers then carried the British flag and had no protection whatever. Finally, through the courtesy of the Argentine Ministers for Foreign Affairs and Marine respectively, I was allowed to board one of the Argentine transports going to Philadelphia, U. S. A., in which port I landed on January 16, 1915. I proceeded to New York, where soon a double round Tournament was organised. It began the 19th of April, the same date, if I remember right, on which, six years previously, the match with Marshall had started. It must have been a good omen, as I easily secured first prize, winning twelve games and drawing two. Soon after winning the Tournament I left for Tampa and Habana, which I reached early in June, staying in my native city until November, when I returned to New York to participate in the Rice Memorial Masters Tournament.

This tournament was conducted on somewhat similar lines to the great St. Petersburg Tournament, *i.e.* the four players with the highest scores in the preliminary one-round tournament would meet in a final one-round tournament for the four prizes given. The score from the preliminary tournament counted in the final. There were fourteen competitors, but none of International reputation as first-class masters, except D. Janowski and myself. As the tournament progressed the scoring was such that by the time the final was reached my lead was so great that I could not lose first place even if I lost every game in

the final tournament. This made me play passively in the final section, as I did not want to spoil anybody's chance and was ready to accept a draw at any time, except when in some way or other my adversary challenged my skill. From this period, 1915-1916, I give four games which, although of quite different types, bear certain distinct characteristics which show the hand of the same master: the plans are built on wide though solid lines, the views are large, and in most cases the combinations, whether long or short, as well as the different manoeuvres, are only the tactical means of carrying out the different strategical plans. The general conception, the highest quality in a chess master, is seen to advantage in the examples given below, where the plans are seen to be accurately carried out.

NEW YORK MASTERS TOURNAMENT.

GAME No. 27.

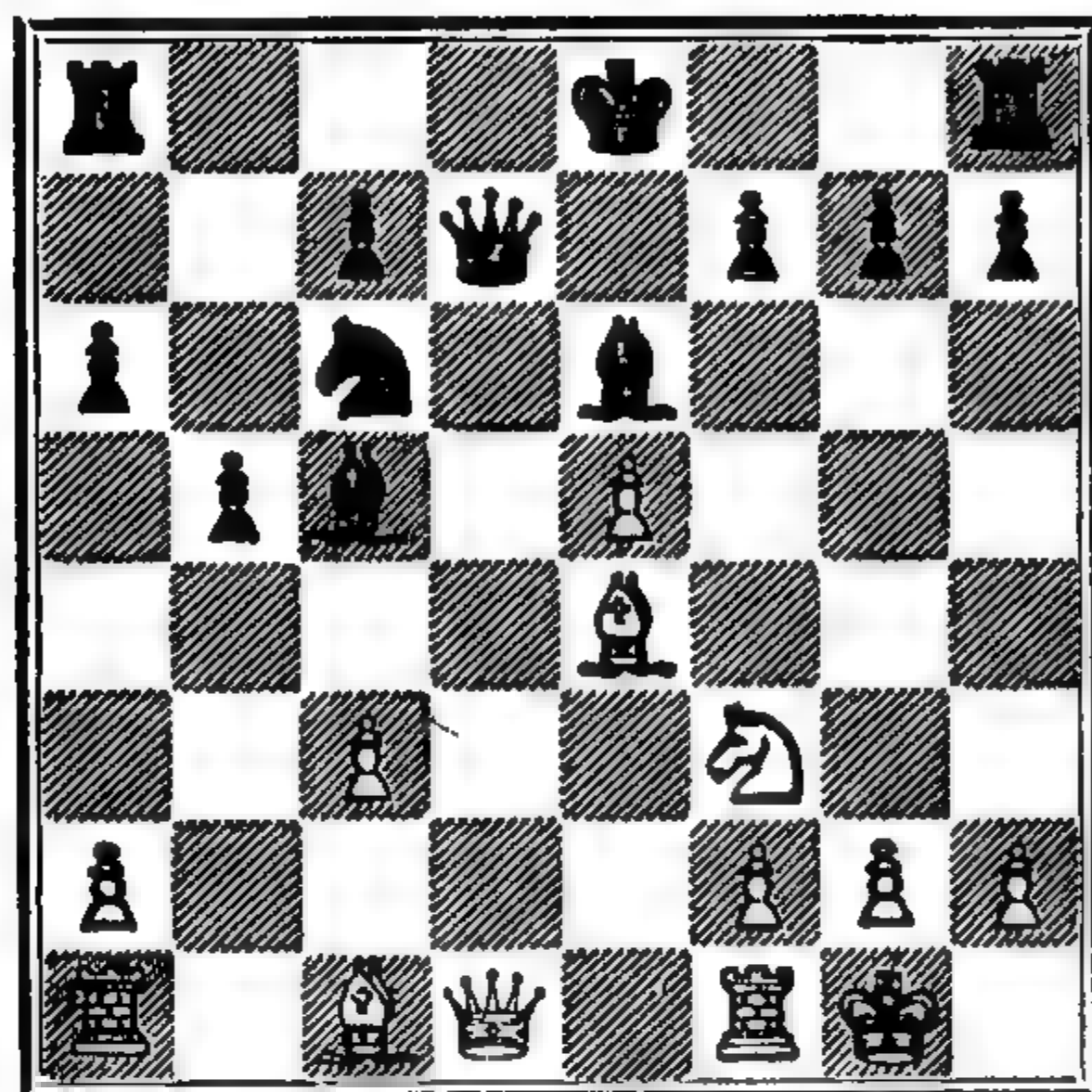
Ruy Lopez.

White: J. R. Capablanca.

Black: O. Chajes.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | P—Q R 3 |
| 4. B—R 4 | Kt—B 3 |
| 5. Castles | Kt × P |
| 6. P—Q 4 | P—Q Kt 4 |
| 7. B—Kt 3 | P—Q 4 |
| 8. P × P | B—K 3 |
| 9. P—B 3 | B—K 2 |

- | | |
|--------------|--------|
| 10. Q Kt—Q 2 | Kt—B 4 |
| 11. B—B 2 | P—Q 5 |
| 12. Kt—K 4 | P × P |
| 13. Kt × Kt | B × Kt |
| 14. B—K 4 | Q—Q 2 |
| 15. P × P | |



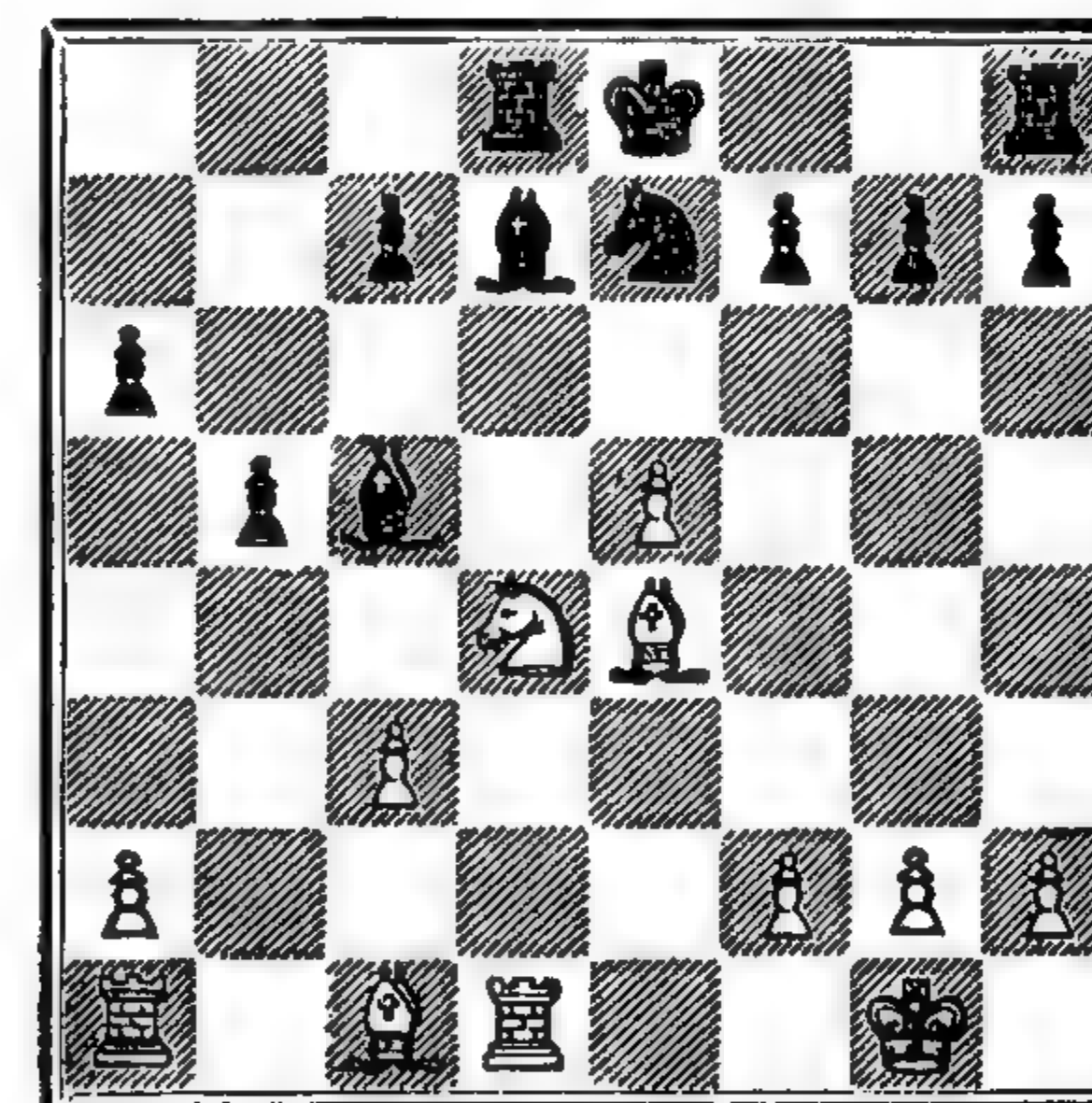
I had published, some months previously, an analysis of the variation 11...P—Q 5, and I gave the text moves as an example of a simple way for White to play against it in order to obtain the better game. I left off at the above position, stating that White had the better game. Chajes and a few other local players studied the analysis, and came to the conclusion that I was wrong. They thought that Black had at least as good a game as White; in fact, better. Therefore Chajes availed himself of the first opportunity to prove his contention. I was ignorant of all this at the time, and was consequently very much surprised at his "falling" (as I thought) into my published variation, and commented on it to one of the spectators, who then enlightened me as to the true reason of his play.

The game, I hope, will show that my judgment was better than his, as at no point of the proceedings was I in danger of obtaining anything worse than a draw. The advantage of White rests mainly on the strength of the P at K 5, which largely restricts the action of the Black pieces, while it gives plenty of freedom for the manoeuvring of the White forces.

- | | |
|--------------|--------|
| 15. | R—Q |
| 16. Q × Q ch | B × Q |
| 17. R—Q | Kt—K 2 |

Black could not castle because of B—K 3! B × B; R × B! R × R; B × Kt, and White will come out with two minor pieces for a Rook and two Ps.

18. Kt—Q 4



18. P—R 3

A bad move, which shows that Black did not properly understand the position. He wants to prevent the pinning of the Kt by B—Kt 5, and does not realise that the posting of the White B at Q R 3 (after Kt—Kt 3) is much

more important. He should now castle, when White's best move would probably be B—K 3 as against Kt—Kt 3. Black has one satisfactory answer, B—K Kt 5. The position is so interesting and complicated that a few variations may help to show that B—K Kt 5 is the only satisfactory reply against Kt—Kt 3. Thus, if 18..O—O and 19 Kt—Kt 3, then 19..B—Kt 3; 20 B—R 3! K R—K; 21 B × Kt, R × B; 22 B—B 6, and Black is helpless. If, instead of 19..B—Kt 3, 19..B—B 4 or B—B 3, then 20 R × R, R × R; 21 B—Kt 5! and Black has no satisfactory defence.

19. Kt—Kt 3	B—Kt 3
20. B—R 3	P—K R 4

He now must attempt to bring his K R into the game in this way.

21. R—Q 3	B—Kt 5
22. R × R ch	K × R
23. Kt—B 5	R—R 3

He naturally avoids the alternative B × Kt, which would leave White with two Bishops in an open position.

24. P—K R 3	B—B
25. R—Q ch	K—K
26. K—B	P—Kt 4

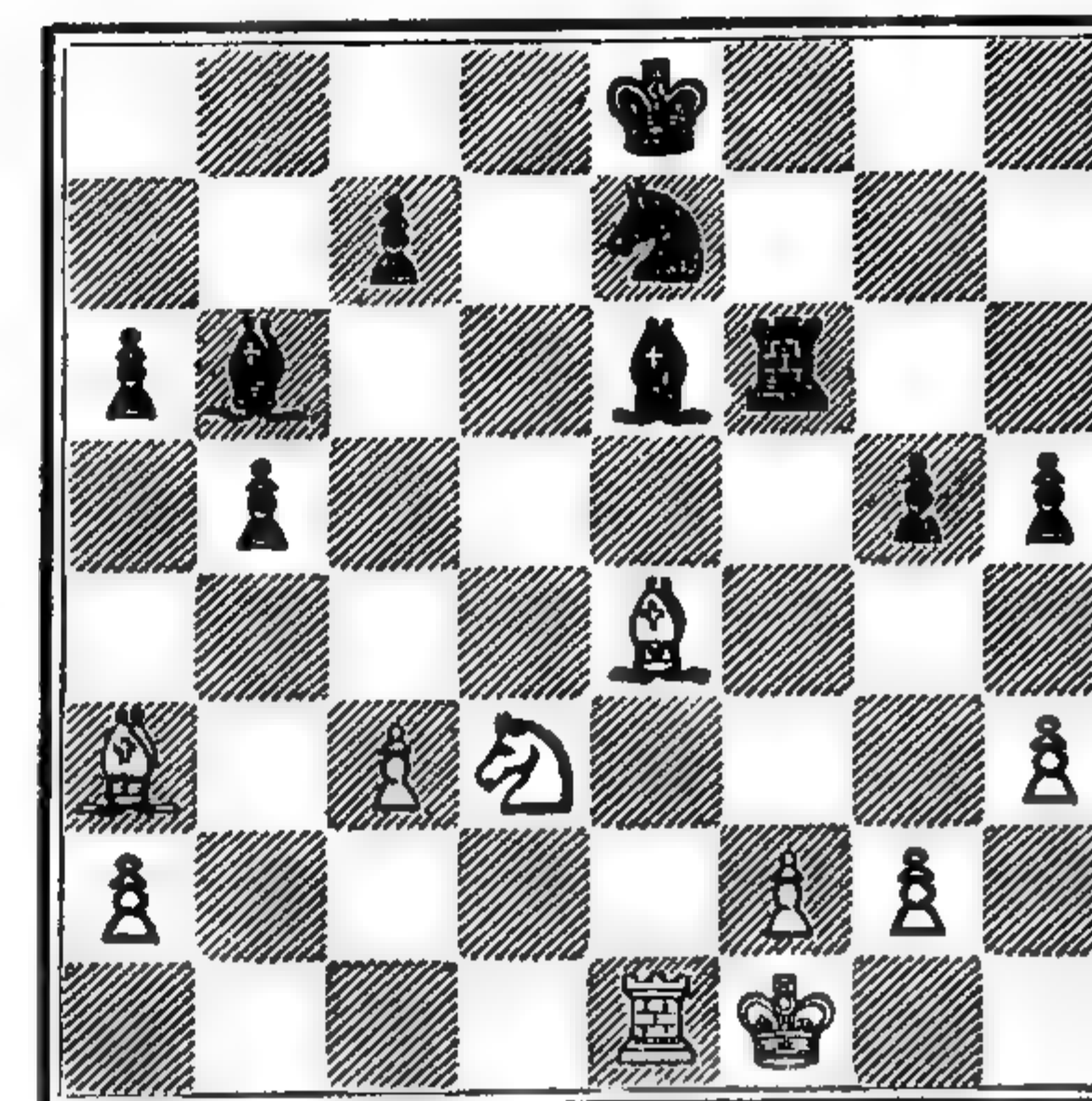
To prevent P—K B 4, which was the intention, revealed by White's last move.

27. Kt—Q 3	P—K B 4
------------	---------

White threatened to win a Pawn by B—B. Besides, the P at K 5 completely blocks the free manœuvring of

Black's pieces; therefore in desperation he advances the K B P to get rid of White's K P, and thus have breathing space.

28. P × P e.p.	R × P
29. R—K	B—K 3



R—K 3 would be no better, as then White could play either P—R 4! or B—Kt 6 ch! Thus: 29..R—K 3; 30 B—Kt 6 ch, R × B; 31 R × Kt ch, K—Q; 32 Kt—K 5, threatening the R, and Kt—B 7 mate.

30. B—B 3	R—R 3
-----------	-------

Not good, but there was no way to avoid the loss of a Pawn, which in such positions means the loss of the game. If P—R 5, B—Kt 4; and if 30..P—K Kt 5; 31 P × P, P × P; 32 B × P, B × B; 33 R × Kt ch, K—Q; 34 R—Kt 7 winning.

31. B × P ch	K—Q 2
32. B—K Kt 4	Kt—B 3
33. R × B	R × R

- | | |
|-----------|-------|
| 34. B—B | K—Q 3 |
| 35. B × R | K × B |

He might have resigned, as he will now be two Pawns behind without any compensation whatever for them.

- | | |
|-------------|----------|
| 36. B × P | B—R 4 |
| 37. B—Q 2 | K—Q 4 |
| 38. P—K R 4 | Kt—K 4 |
| 39. Kt × Kt | K × Kt |
| 40. P—R 5 | P—B 4 |
| 41. P—Kt 4 | K—B 3 |
| 42. K—K 2 | P—B 5 |
| 43. P—B 4 | K—B 2 |
| 44. K—B 3 | B—Q |
| 45. K—K 4 | P—R 4 |
| 46. K—Q 5 | B—K 2 |
| 47. P—Kt 5 | K—Kt |
| 48. P—B 5 | Resigns. |

RICE MEMORIAL MASTERS TOURNAMENT.

GAME No. 28.

Ruy Lopez.

White: J. R. Capablanca.

Black: Roy T. Black.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | P—Q R 3 |
| 4. B—R 4 | Kt—B 3 |

- | | |
|------------|----------|
| 5. Castles | B—K 2 |
| 6. R—K | P—Q 3 |
| 7. P—B 3 | Castles |
| 8. P—Q 4 | P—Q Kt 4 |
| 9. B—B 2 | B—Kt 5 |
| 10. P—Q 5 | |

The alternative was B—K 3. The text continuation is, however, quite satisfactory and gives White the better game.

- | | |
|-------------|-------|
| 10. | Kt—Kt |
| 11. P—K R 3 | B—R 4 |

If B—B, P—Q R 4 would leave Black with a very cramped game.

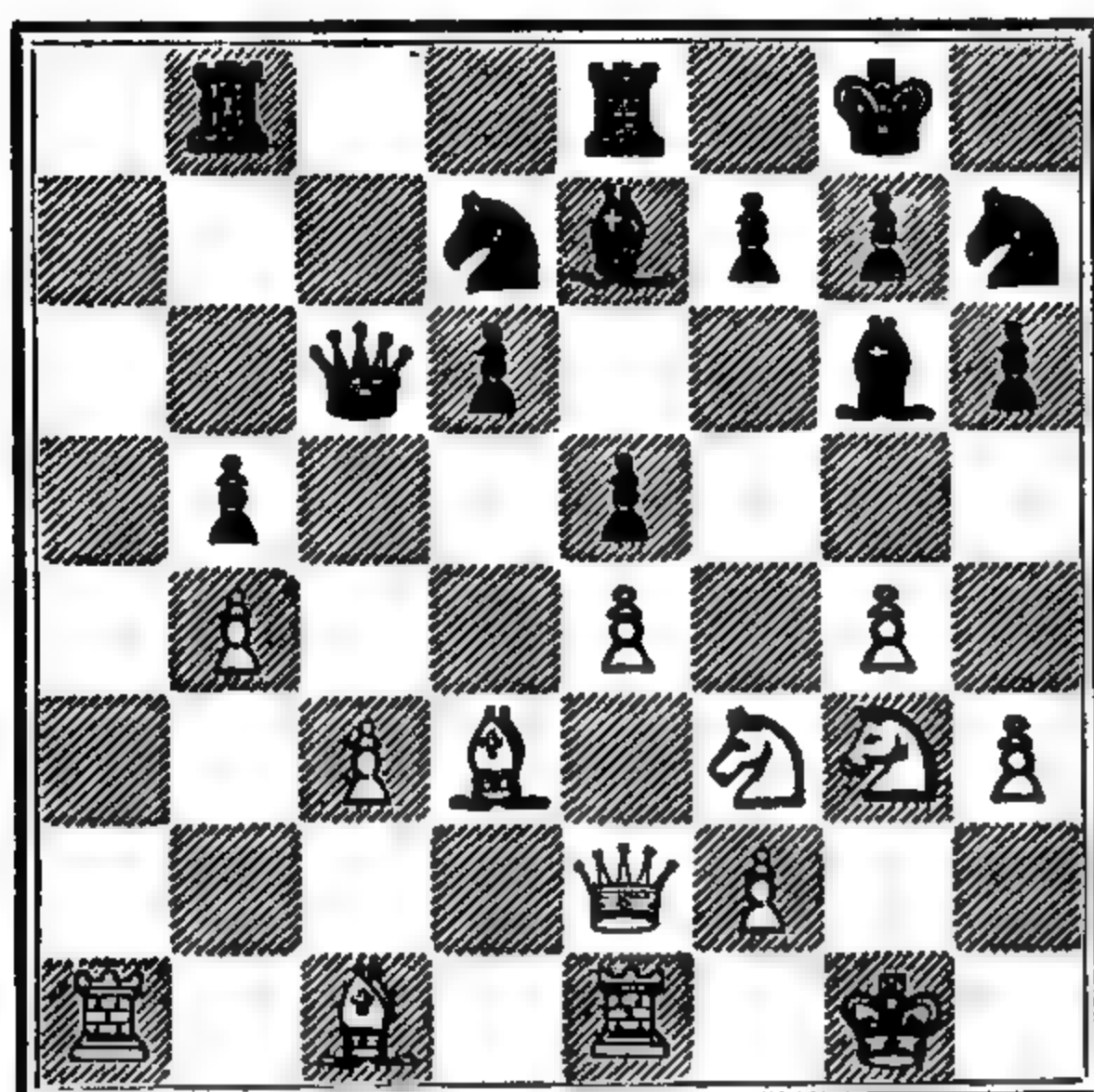
- | | |
|--------------|----------|
| 12. Q K—Q 2 | Q Kt—Q 2 |
| 13. Kt—B | R—K |
| 14. P—K Kt 4 | B—Kt 3 |
| 15. Kt—Kt 3 | P—K R 3 |

As Black prepares for the attack on the K's side, White begins operations on the other wing, so as to keep the initiative on the whole front.

- | | |
|-------------|--------|
| 16. P—Q R 4 | Kt—R 2 |
| 17. Q—K 2 | R—Kt |
| 18. P × P | P × P |
| 19. P—Kt 4 | |

To prevent P—Kt 5, which would make his Pawn position on the Q's side safe from attack, and also secure the sq. Q B 4 for his Q Kt.

19. Q—B
 20. B—Q 3 P—Q B 3
 21. P × P Q × P



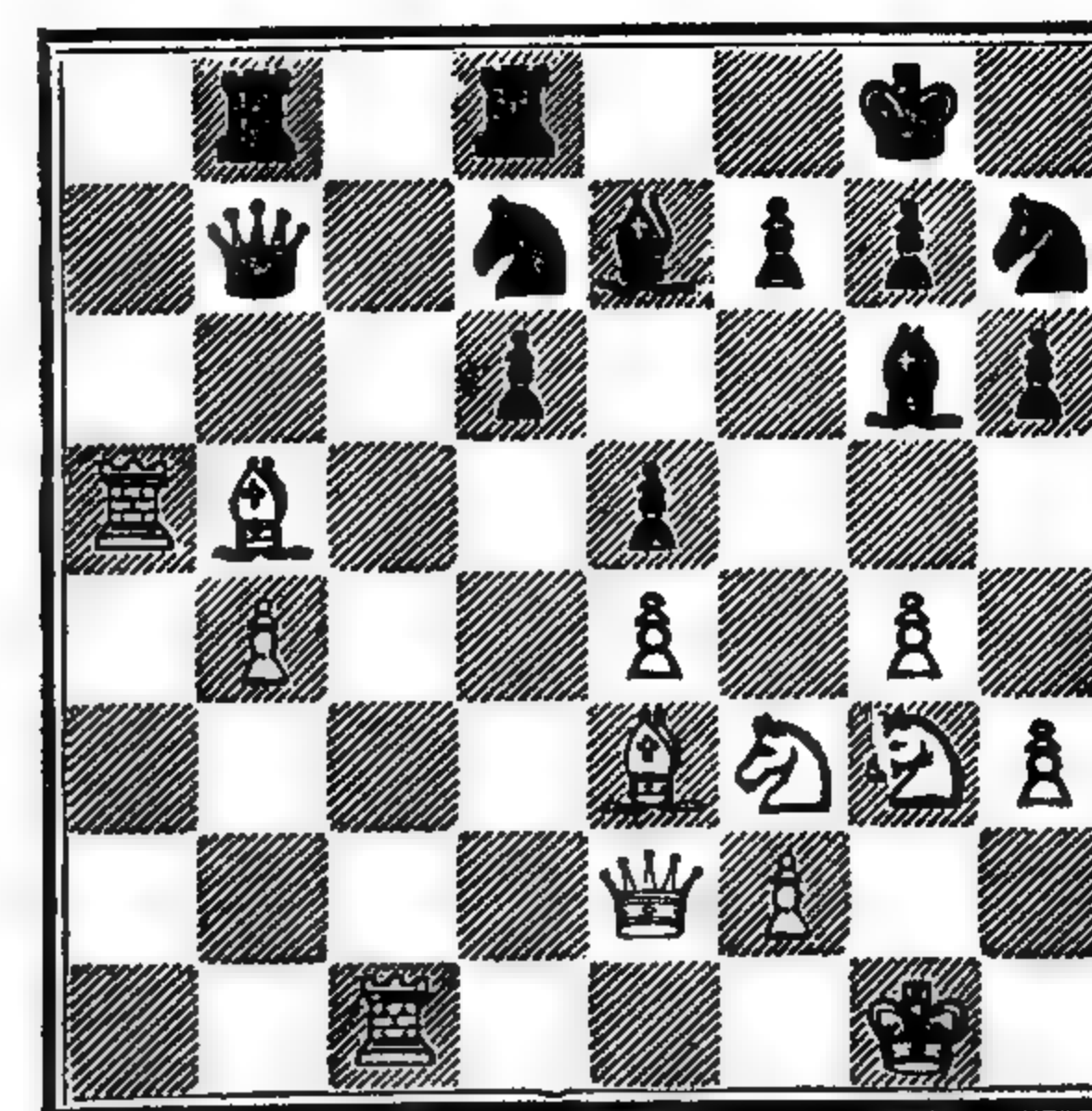
22. R—R 5

This move is quite safe, and apparently has no other object than to win the Q Kt P in exchange for the Q B P. In reality it is the beginning of a very long combination, which will ultimately force Black to give up his Q for R and B.

22. Q × B P
 23. B × Kt P

Much better than B—Q 2, since the Q has to go back to B 2 and the Q B will be needed at K 3. The text move wins time for the attack, which is of great value.

23. Q—B 2
 24. B—K 3 K R—Q
 25. R—Q B Q—Kt 2



26. B—B 6

I hesitated a long time before I made this move, as I suddenly realised that while I could win the Q, Black would obtain R, B and P for it, besides a very solid position. What finally decided me was the fact that Black's extra P would be the P at Q 3, a backward P not much to be feared. Otherwise I should have played differently. I remember that I seriously considered the following variation: B × Kt, Q × B; P—Q Kt 5; with an excellent game.

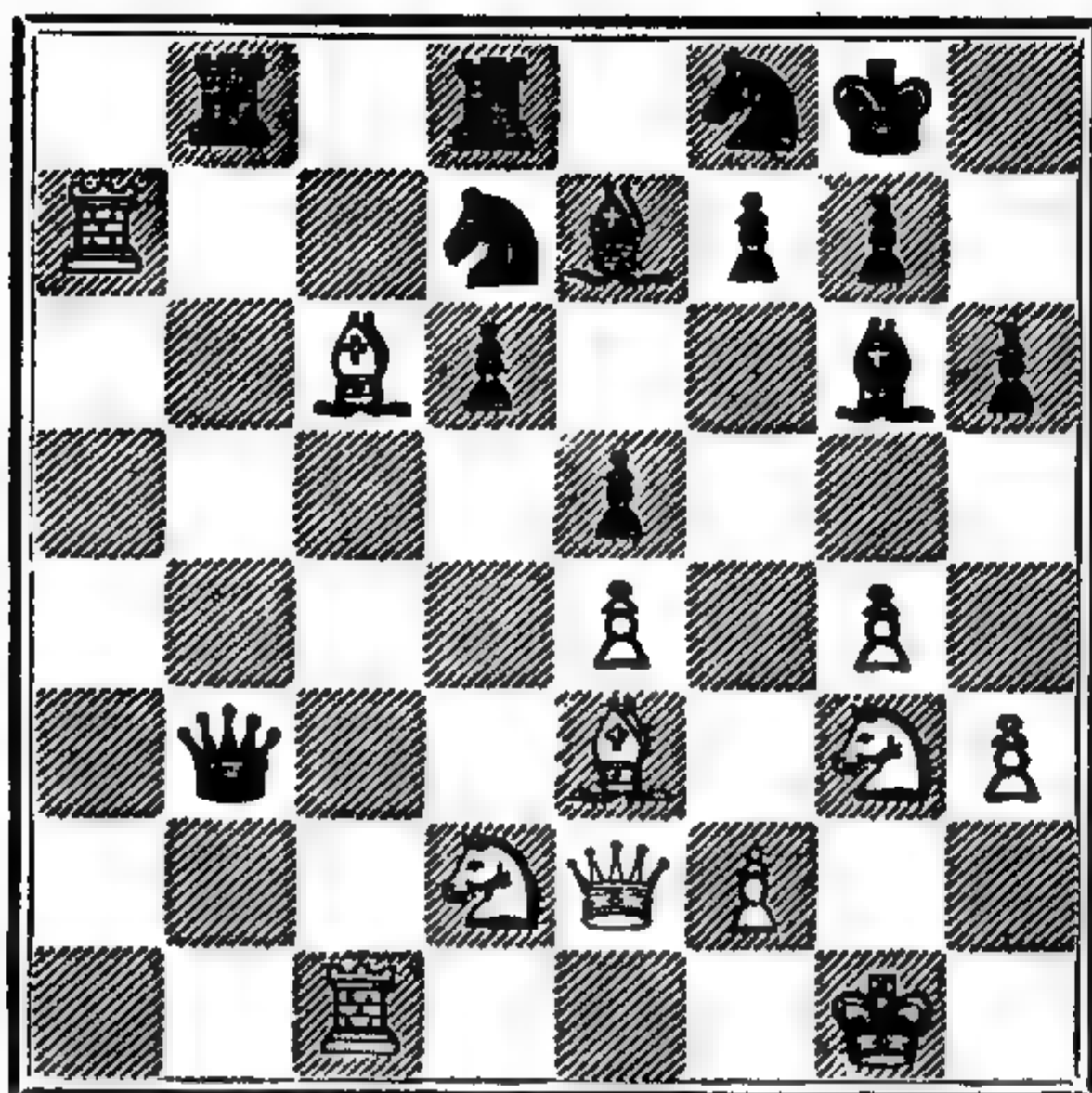
26. Q × P
 27. R—R 4 Q—Kt 6

Q—Kt 7 would lose thus: Q × Q, R × Q; R—R 7, Kt (R 2)—B 3; B × Kt, R × B; R × R, Kt × R; R—B 7.

28. R—R 7 !

The key to White's combination.

28. Kt (R 2)—B
 29. Kt—Q 2



29. Q—Kt 7

If Q—K 3; B—Q 5, Q—B 3; Kt—B 3 (threatening P—Kt 5, followed by B × P, winning the Q), Kt—R 2 (if B—R 2, P—Kt 5, Q—Kt 3, Kt—R 4, winning the Q); R (B)—B 7, winning a piece.

30. Q—Q B—Kt 4 !

By far the best move.

31. R—B 2 B × B

If Q—Kt 5, R—R 4.

32. R × Q B × R
 33. R × R Kt × R

Again best. If R × R; Q—R 4, and if B × R the Black B would no longer command the long diagonal.

34. B—Q 5 Kt—K 3
 35. Kt—K 2 Kt—Q 2
 36. Q—R 4 B—Kt

B—B 4 was the alternative. Apparently Black is afraid of having his B exchanged by one of White's Knights.

37. Q—R 2 Kt (Q 2)—B 4
 38. P—B 3 K—B

Black here starts a very unfortunate manoeuvre, which makes it easy for White to win what would otherwise be an extremely hard game. In fact, I am not sure that White could win at all. The Black K should have been kept back.

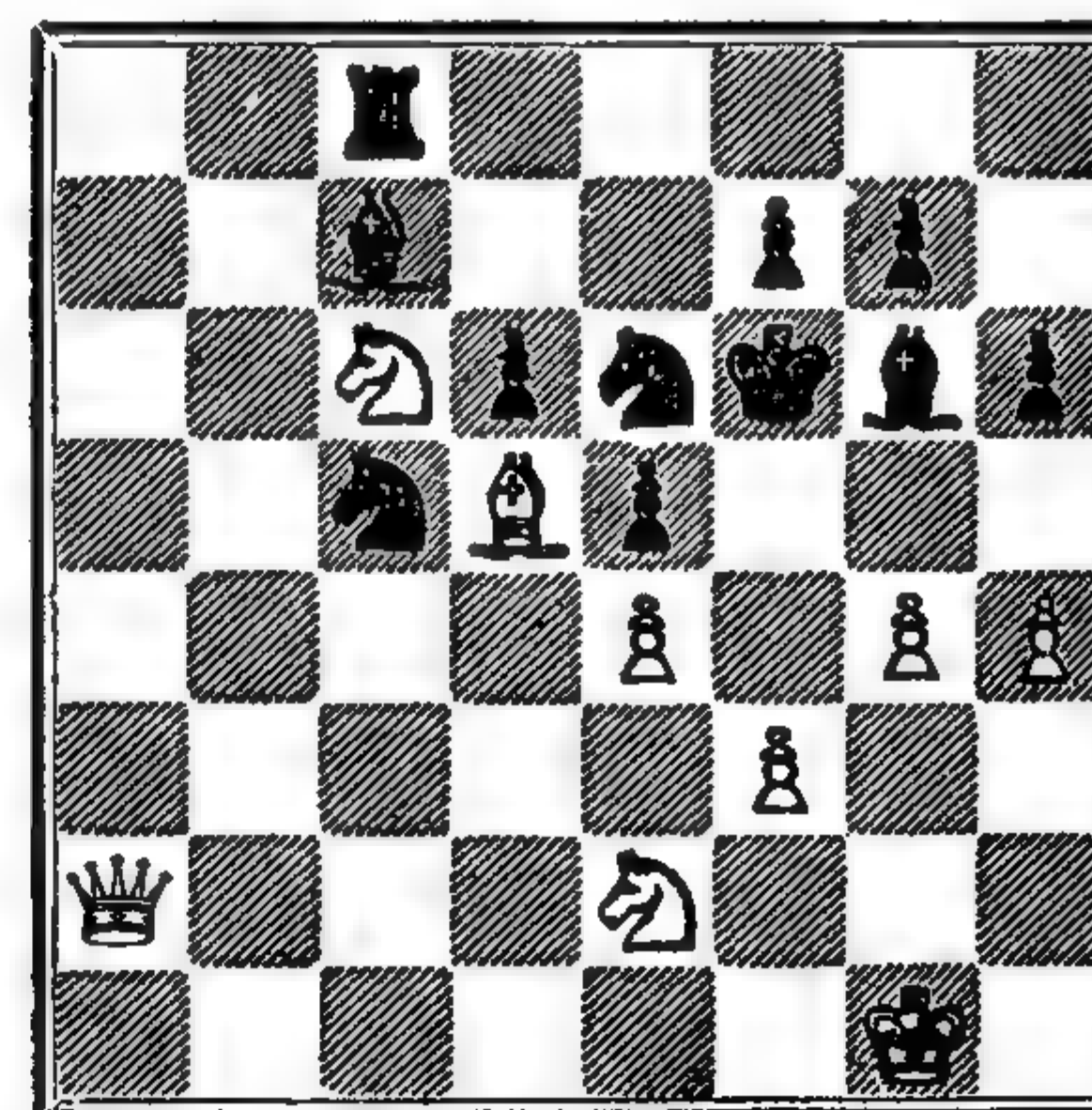
39. Kt—Q B 4 K—K 2

This is fatal. He only helps White by coming out with the K.

40. Kt—R 5 K—B 3

Worse and worse. The K is now in a mating net.

41. Kt—B 6 R—Q B
 42. P—K R 4 B—B 2



43. P—B 4 !

White now wins a piece by force and with it the game.

43. B × P

White threatened P—B 5 and also P—Kt 5 ch. Black could not play Kt × B P on account of Kt × Kt, P × Kt; Q—Kt 2 mate.

44. P—Kt 5 ch	P × P
45. R P × P ch	Kt × P
46. P × Kt ch	K × P
47. B × B	Kt × B
48. Q × P	B—Kt 3 ch
49. K—Kt 2	R × Kt
50. Q × P ch	K—R 4
51. Q—R 7 ch	K—Kt 4
52. Q × Kt	R—B 2

Black should have resigned.

53. Kt—Kt 3	K—B 3
54. Q—Q 5	B—B 4
55. Kt—K 4 ch	K—K 2
56. K—B 3	K—Q 2
57. K—Kt 4	R—B 3
58. Q—B 7 ch	K—B
59. Kt—B 6	R—B 2
60. Q—K 8 ch	K—Kt 2
61. Kt—Q 5	R—B
62. Q—Kt 5 ch	K—R 2
63. Kt—K 7	Resigns.

GAME No. 29.

Queen's Gambit Declined.

Awarded the Second Brilliancy Prize.

White: J. R. Capablanca.

Black: A. Schroeder.

1. P—Q 4	P—Q 4
2. Kt—K B 3	P—K 3
3. P—B 4	Kt—K B 3
4. Kt—B 3	Q Kt—Q 2
5. B—Kt 5	B—K 2
6. P—K 3	Castles
7. R—B	P—Q R 3

Not to be recommended, as the sequel will show. P—Q B 3 or P—Q Kt 3 are the generally recognised lines of defence.

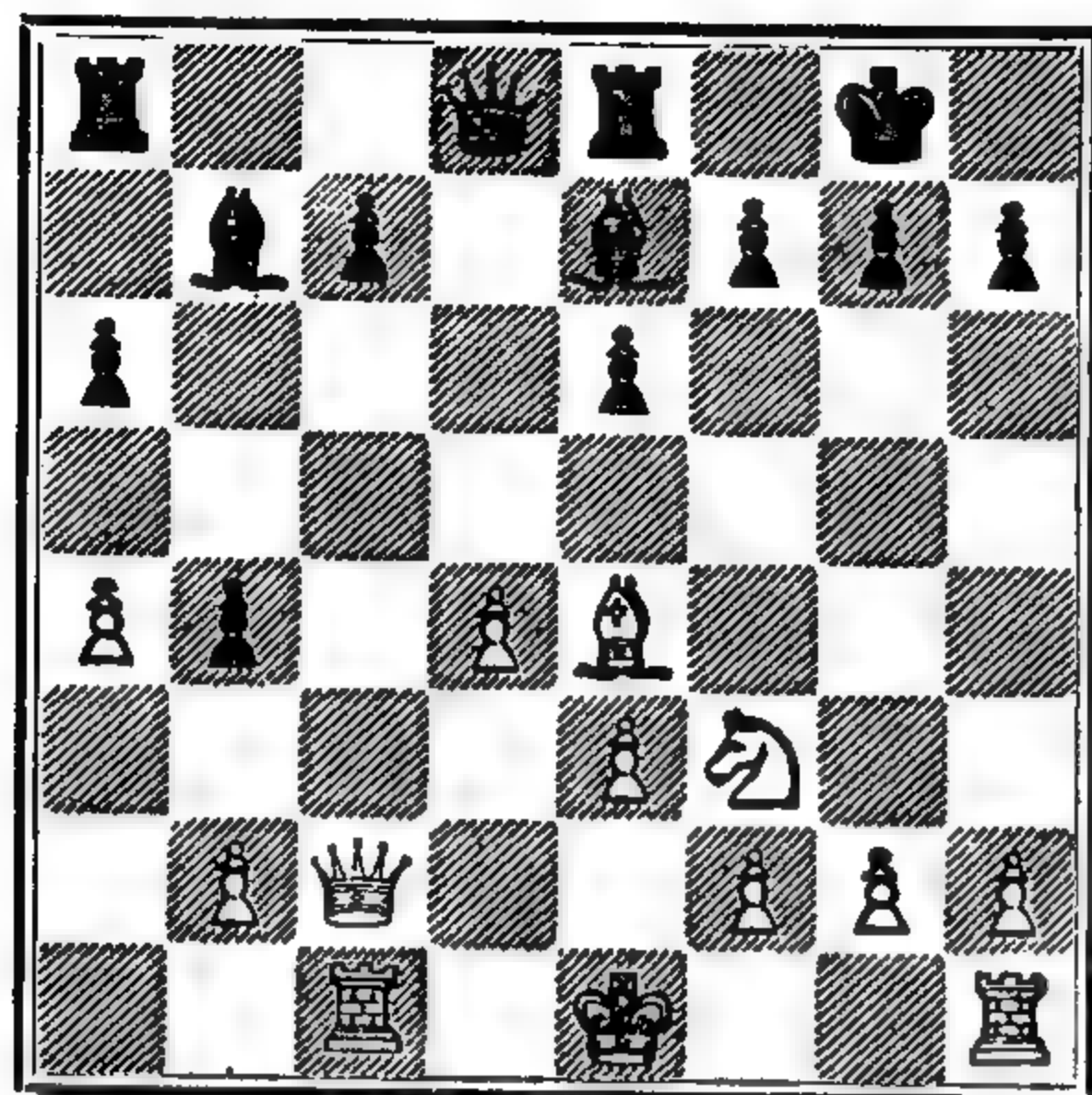
8. Q—B 2	R—K
9. B—Q 3	P × P
10. B × P	P—Kt 4
11. B—Q 3	B—Kt 2
12. P—Q R 4	

To prevent Black's plan, which was to play P—B 4 and B 5.

12.	P—Kt 5
13. B × Kt	Kt × B
14. Kt—K 4	

White's plan is to prevent, if possible, the advance of Black's Q B P, which, if once fixed, would be a fatal weakness in Black's game.

14. Kt × Kt
 15. B × Kt



15. B × B

P—Kt 6 was the alternative and the move that Black should play, even if it should lead to ultimate defeat. White could answer either Q—Q 3 or B × P ch, followed by Q—Q 3.

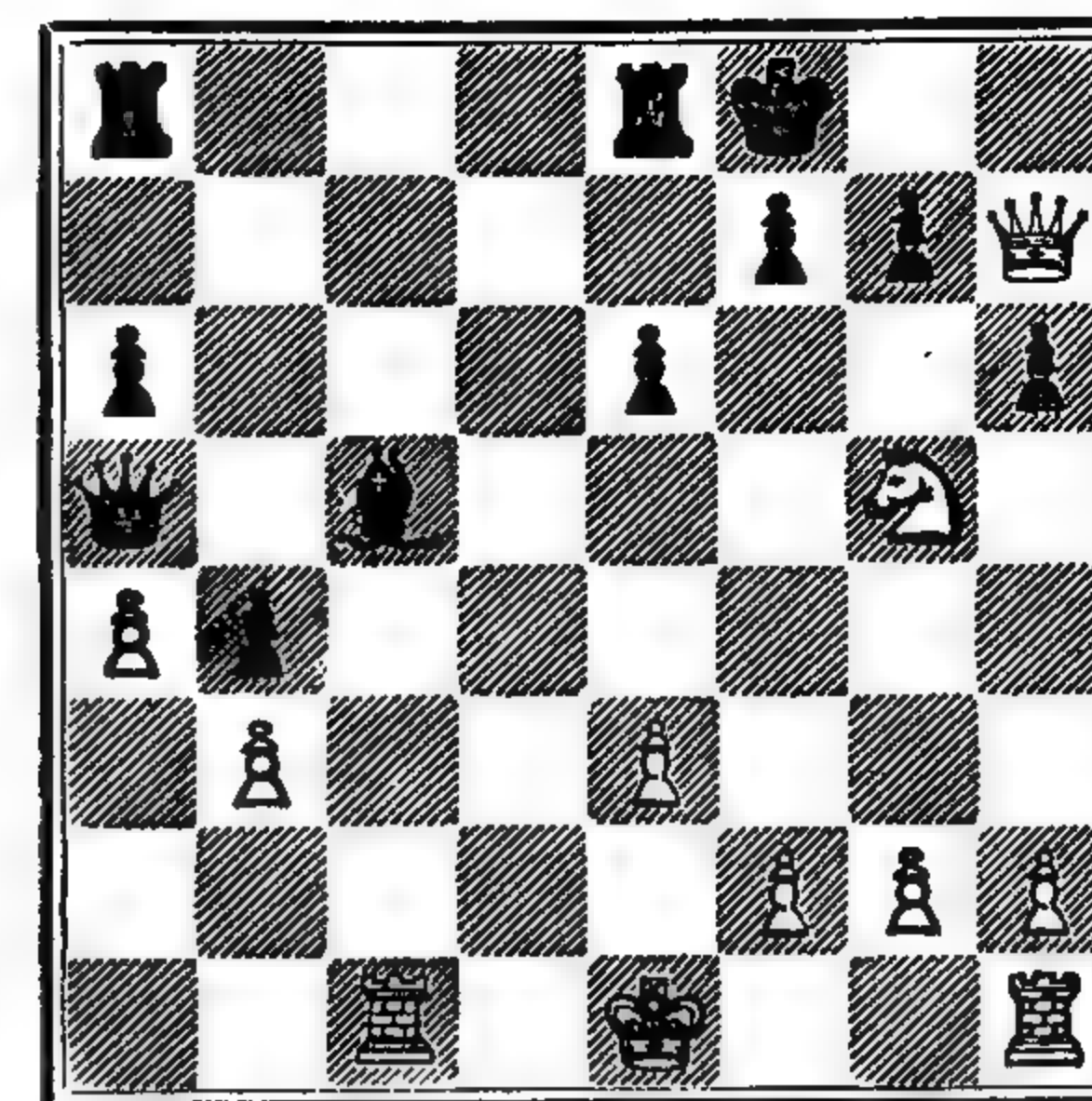
16. Q × B P—Q B 4

Well played. Black must prevent at all costs the fixing of the Q B P.

17. P × P Q—R 4
 18. P—Q Kt 3 B × P
 19. Kt—Kt 5 P—R 3

P—Kt 3 was much better. White would then have played Q—B 3 !

20. Q—R 7 ch K—B



21. Q—R 8 ch

The right way and much superior to Kt—K 4, which would give Black a fighting chance. The combination involved is by no means easy, and it required the power to see that the K R P could not be stopped later on, after Black's pieces were all pinned. If 21 Kt—K 4, B—Kt 3; 22 Q—R 8 ch, K—K 2; 23 Q × Kt P, Q—K B 4; 24 Kt—Kt 3, Q—Q 6.

21. K—K 2
 22. Q × Kt P P × Kt
 23. Q × Kt P ch K—Q 3
 24. K—K 2 !

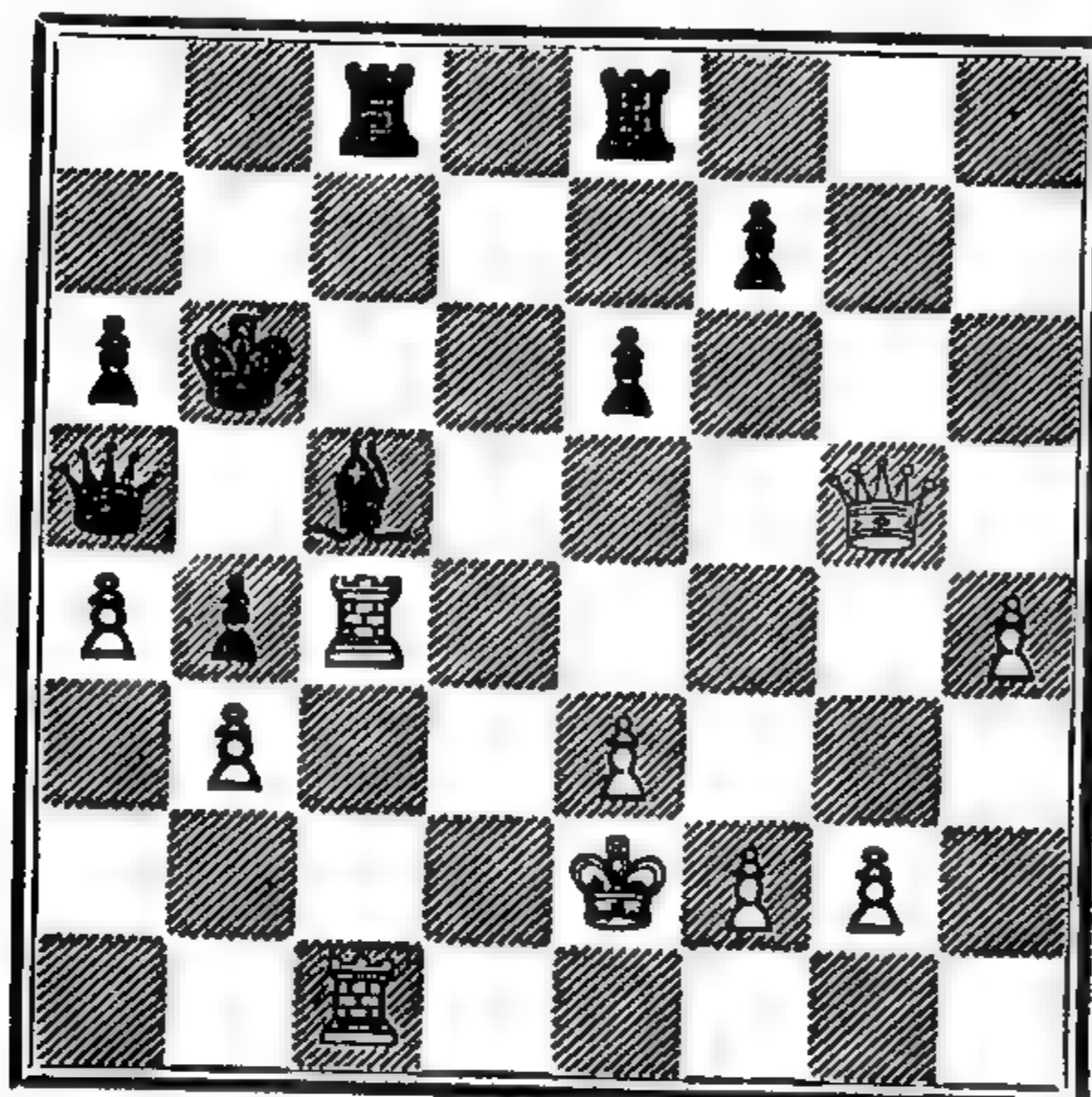
This fine move with the K is the key to the attack. No other move would do as well.

24. Q R—B
 25. R—B 4 K—B 3
 26. K R—Q B K—Kt 3

In order to avoid the loss of the piece Black's King has been forced to this square, thus blocking the Q and leav-

ing for a while every one of his pieces inactive. White is now ready to unfold the last phase of the attack, namely, the advance of the K R P, when there are no Black pieces free to oppose it, and thus ultimately to win at the very least the piece that he previously sacrificed.

27. P—R 4



27.

P—K B 4

I expected R—B 2, when I had in mind the following variation which, when shown to the committee, influenced it in awarding to me the second brilliancy prize: 27..R—B 2; 28 P—R 5, K R—Q B; 29 P—R 6, B—Q 3; 30 Q × Q ch, K × Q; 31 R × R, R × R (if B × R, R—B 6 wins as Black's pieces are all paralysed); 32 R × R, B × R; 33 P—B 4, B—Q; 34 P—Kt 4, B—B 3; 35 P—Kt 5, B—R; 36 P—K 4, K—Kt 3; 37 P—B 5, P × P; 38 P × P, K—B 4; 39 P—Kt 6, P × P; 40 P × P, and Black has no defence against 41 P—Kt 7.

28. Q—Kt 7

In order to go to K 5 from where, besides exercising an

enormous pressure against Black's position, the Q controls the square K R 8.

28. R—K 2

29. Q—K 5 R—B 3

A blunder, but Black had no valid defence against the advance of the K R P.

30. R × B Resigns.

GAME No. 30.

Queen's Gambit Declined.

White: D. Janowski.

Black: J. R. Capablanca.

1. P—Q 4 Kt—K B 3

2. Kt—K B 3 P—Q 4

3. P—B 4 P—B 3

4. Kt—B 3 B—B 4

5. Q—Kt 3 Q—Kt 3

6. Q × Q

P × P is better. The text move leaves Black with a perfectly safe game. In fact, I prefer Black's game after the exchange.

6. P × Q

7. P × P Kt × P

8. Kt × Kt P × Kt

9. P—K 3 Kt—B 3

10. B—Q 2 B—Q 2 !

Black's plan consists in advancing the Q Kt P in due time and posting a Kt at Q B 5. White will then be compelled to take it off, and Black will retake with Q Kt P, undoubling his Pawns and increasing the pressure against

White's Q R and Q Kt P. The text shows how all this is accomplished.

11. B—K 2

B—Kt 5 is better, since it would hinder Black's plan.

11.	P—K 3
12. Castles K R	B—Q 3
13. K R—B	K—K 2

In such positions as the one above the King stands better in the middle of the board. White should have done the same when he had the opportunity.

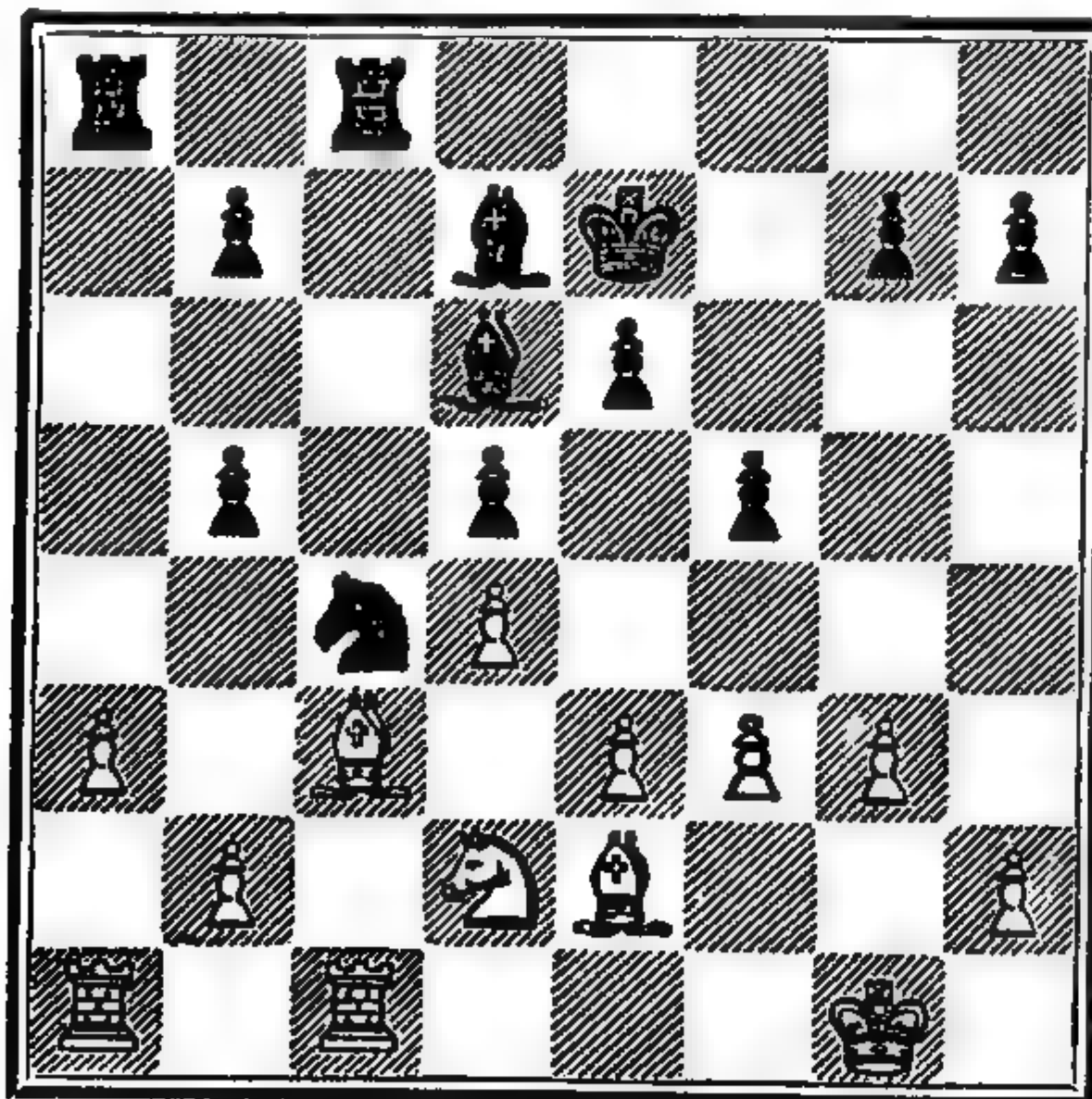
14. B—B 3	K R—Q B
15. P—Q R 3	Kt—R 4

This move was made stronger through White's previous move, which was weak.

16. Kt—Q 2	P—K B 4
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To delay the advance of White's K P.

17. P—K Kt 3	P—Q Kt 4 !
18. P—B 3	Kt—B 5

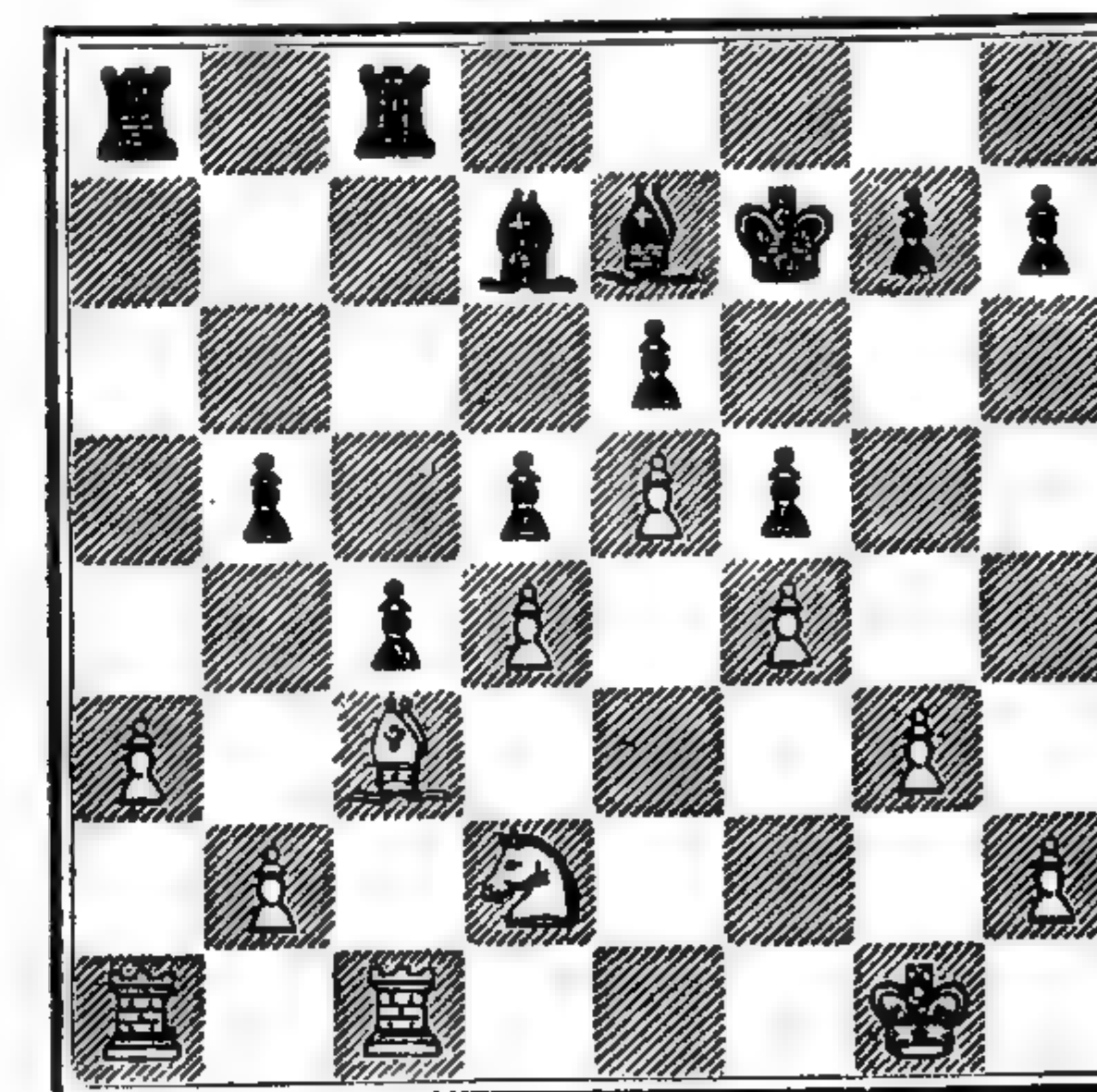


Black's first plan is completed. White now will have to take the Kt, and Black's only weakness, the doubled Q Kt P, will become a source of great strength at Q B 5. Now for two or three moves Black will devote his time to improving the general strategic position of his pieces before evolving a new plan, this time a plan of attack against White's position.

19. B × Kt

White takes the Kt with the B probably for two reasons: first, he wants to play P—K 4 immediately, and second, he thinks that the Kt will probably be stronger in this position, which is somewhat blocked, to use the technical term.

19.	Kt P × B
20. P—K 4	K—B 2
21. P—K 5	B—K 2
22. P—B 4	P—Q Kt 4

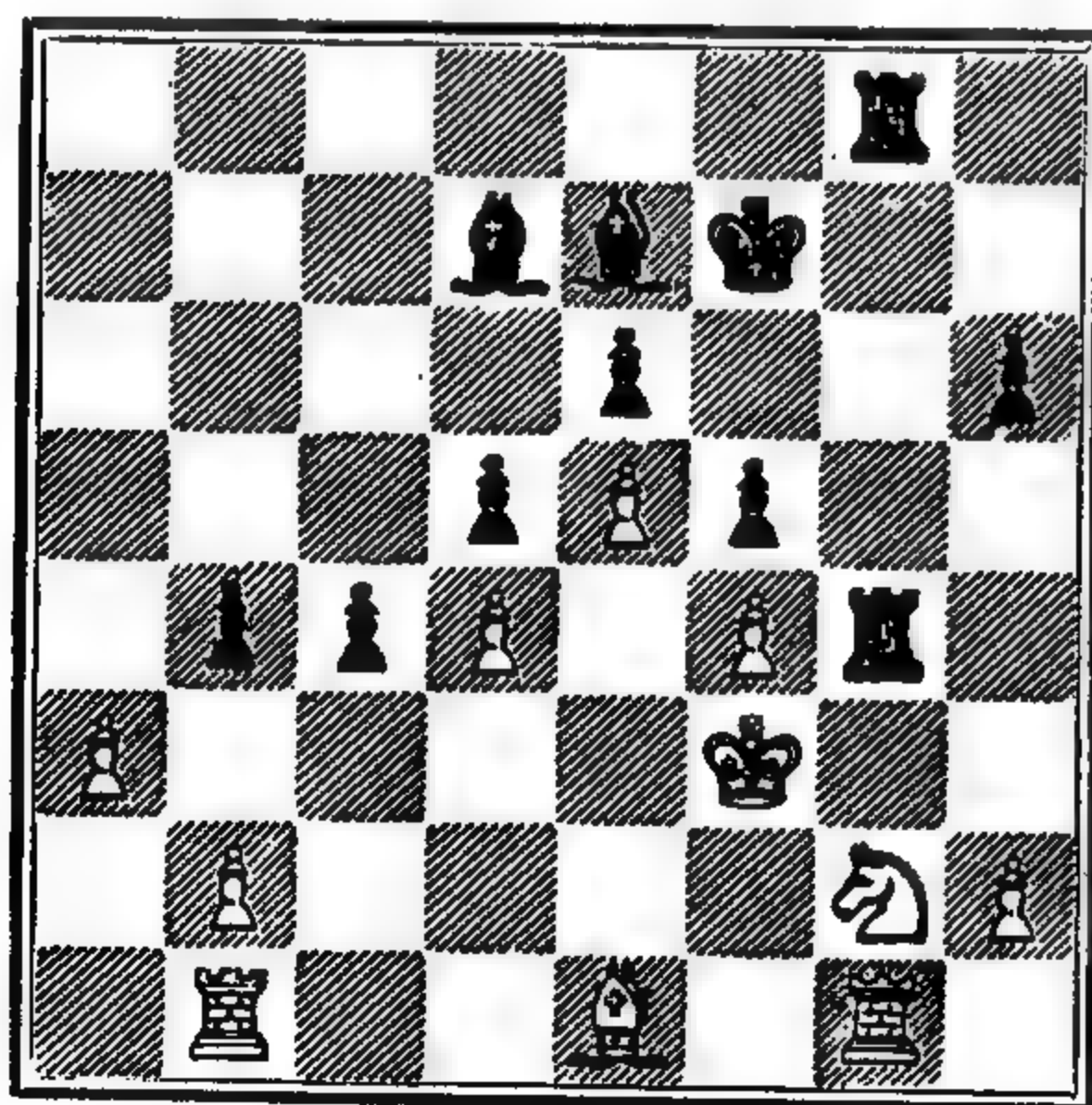


Black has already established his position; there is no longer any danger and his pieces are all well posted. It is, therefore, time to evolve a plan of attack, which in

this case will be to fix as many White pieces as possible on the Q's side by threatening P—Q Kt 5, then somewhat to break up the K's side through P—K Kt 4, and then through the greater mobility of the Rooks to occupy the open K Kt file. When this is accomplished Black will then be threatening White's position through the K's side, and at the same time will always maintain the threat of P—Q Kt 5.

- | | |
|-------------|-----------|
| 23. K—B 2 | R—R 5 |
| 24. K—K 3 | K R—Q R |
| 25. Q R—Kt | P—R 3 |
| 26. Kt—B 3 | P—Kt 4 |
| 27. Kt—K | R—K Kt |
| 28. K—B 3 | P × P |
| 29. P × P | R (R 5)—R |
| 30. Kt—Kt 2 | R—Kt 5 |
| 31. R—Kt | Q R—K Kt |

Black is now ready to reap the reward for his well developed plan. All that is now needed to incline the balance



in his favour is to bring the B at Q 2 to bear pressure against White's position.

- | | |
|-----------|----------|
| 32. B—K | P—Kt 5 ! |
| 33. P × P | |

If B × P, B × B; P × B, P—R 4; threatening to advance the Pawn, and Black should win.

- | | |
|-----------|--------|
| 33. | B—QR 5 |
| 34. R—Q R | |

This makes matters easy for Black. He should have played Q R—Q B.

- | | |
|------------|----------|
| 34. | B—B 7 |
| 35. B—Kt 3 | B—K 5 ch |
| 36. K—B 2 | P—R 4 |
| 37. R—R 7 | |

If Kt—K 3, P—R 5 wins.

- | | |
|-----------|----------|
| 37. | B × Kt |
| 38. R × B | P—R 5 |
| 39. B × P | R × R ch |
| 40. K—B 3 | R × R P |
| 41. B × B | |

If R × B ch, K—B; B—B 6, R (Kt)—R.

- | | |
|---------------|----------|
| 41. | R—R 6 ch |
| 42. K—B 2 | R—Q Kt 6 |
| 43. B—Kt 5 ch | K—Kt 3 |
| 44. R—K 7 | R × P ch |

- | | |
|--------------|-------|
| 45. K—B 3 | R—Q R |
| 46. R × P ch | K—R 2 |
| Resigns. | |

Black threatens mate by R—R 6 ch, and it can only be stopped with the loss of the R.

CHAPTER IX.

UP TO AND INCLUDING MANHATTAN CHESS CLUB MASTERS TOURNAMENT.

DURING the rest of the winter I gave a few simultaneous *séances* in different cities of the United States, visiting the Pacific Coast for the first time. I rested during the summer, and in November and December of the same year I gave a few lectures at the Manhattan Chess Club, and one simultaneous performance. I then went home to Habana for Christmas and New Year, and finally decided to spend the winter there, and after resting to return to the United States. But although I was ready to take the steamer for New York early in June, I was very ill and had to stay in Habana the rest of that year, and part of the next. Finally, late in May of 1918 I returned once more to New York. I had not played chess for one and a half years, but an event occurred which undoubtedly will have some influence on my future career. There was in Habana a young girl of from twelve to fourteen years of age who interested me a great deal. Not only was she intelligent and modest in every respect, but what is more to the point, she played chess quite well (I believe that to-day she probably is the strongest lady player in the world, though only fifteen or seventeen years old). I offered to give her a few lessons before I sailed. My offer was accepted, and I decided to teach her something of the openings and the middle-game along general principles and in accordance with certain theories which I had had in my mind for some time, but which I had never ex-

pounded to anybody. In order to explain and teach my theories I had to study, so it came about that, for the first time in my life, I devoted some time to the working of the openings. I had the great satisfaction of finding that my ideas were, as far as I could see, quite correct.

Thus it happened that I actually learned more myself than my pupil, though I hope that my young lady friend benefited by the dozen or so lessons that I gave her. It came about that I thus strengthened the weakest part of my game, the openings, and that I also was able to prove to my own satisfaction the great value of certain theories which I had evolved in my own mind.

I played very little during the rest of the year until I took part in the Masters Tournament, held at the Manhattan Chess Club. The tournament began in October, so that I had not played a single serious game of chess for nearly two years. In this condition I was to meet successfully on the very first day what might be called the supreme test of mastership in chess. I with the White pieces had Marshall for an opponent, and to my surprise he allowed me to play a Ruy Lopez, something which he had not done for some ten years, since our historic match. The reason was that he had found and prepared a variation for me, and had kept it for two years, awaiting the opportunity of playing it in a tournament against me. The game and the notes that I give below will tell the rest. The finish of this double round tournament with seven players found me first, with nine wins and three draws, which will show that there is a great deal of nonsense contained in the excuses of some masters, and of some so-called masters, when they do badly in a tournament, and attribute their failure to lack of practice. Kostic came

out second, with six wins and six draws (a fine performance), and Marshall was third. I beat Marshall in both games, while Kostic drew both of his games against me, and won one and drew one against Marshall. The other competitors were: Janowski, Chajes, Black and Morrison, the last-named being the Canadian champion. I give below two games from this tournament.

GAME No. 31.

MANHATTAN CHESS CLUB MASTERS
TOURNAMENT.

FIRST ROUND.

Ruy Lopez.

White: J. R. Capablanca. Black: F. J. Marshall.

- | | |
|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |

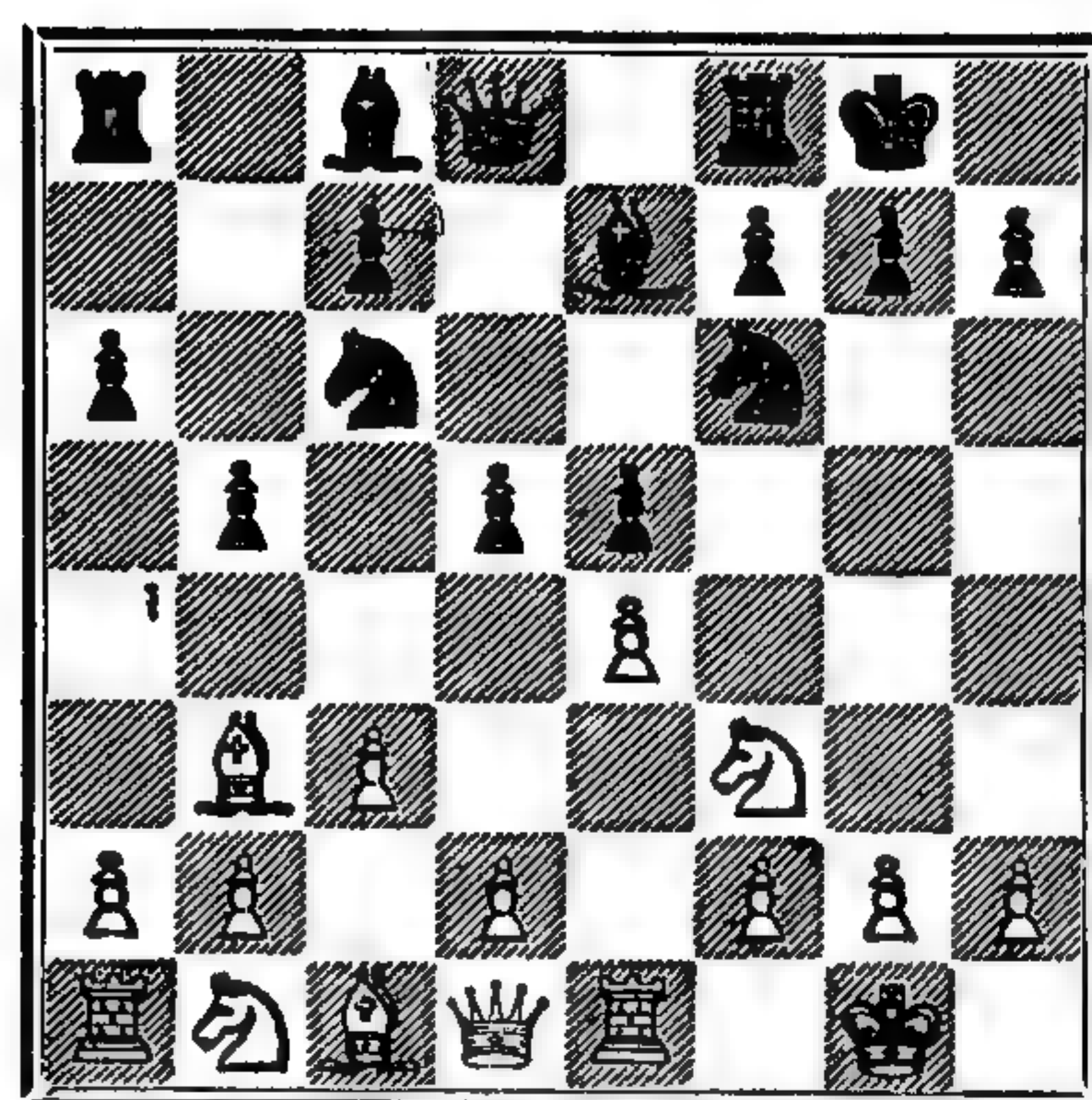
My first surprise. For the first time in ten years Marshall allowed me to play a Ruy Lopez.

- | | |
|------------|----------|
| 3. B—Kt 5 | P—Q R 3 |
| 4. B—R 4 | Kt—B 3 |
| 5. Castles | B—K 2 |
| 6. R—K | P—Q Kt 4 |
| 7. B—Kt 3 | Castles |

My second surprise. I now felt that Marshall had prepared something for me, expecting me to play B—Q 5, therefore without hesitation I played my next move.

- | | |
|----------|-------|
| 8. P—B 3 | P—Q 4 |
|----------|-------|

And now I was sure that I had fallen into a prepared variation.



9. P × P Kt × P
10. Kt × P

I thought for a little while before playing this, knowing that I would be subjected thereafter to a terrific attack, all the lines of which would be of necessity familiar to my adversary. The lust of battle, however, had been aroused within me. I felt that my judgment and skill were being challenged by a player who had every reason to fear both (as shown by the records of our previous encounters), but who wanted to take advantage of the element of surprise and of the fact of my being unfamiliar with a thing to which he had devoted many a night of toil and hard work. I considered the position then and decided that I was in honour bound, so to speak, to take the P and accept the challenge, as my knowledge and judgment told me that my position should then be defensible.

10. Kt × Kt
11. R × Kt Kt—B 3
12. R—K

The normal move P—Q 4 would finally lead to the same position. I knew this as I worked out the variations in my own mind, and decided on the text move, because I thought I might thus put my opponent a little more on his own and away from the analysis. It did not, however, produce such an effect.

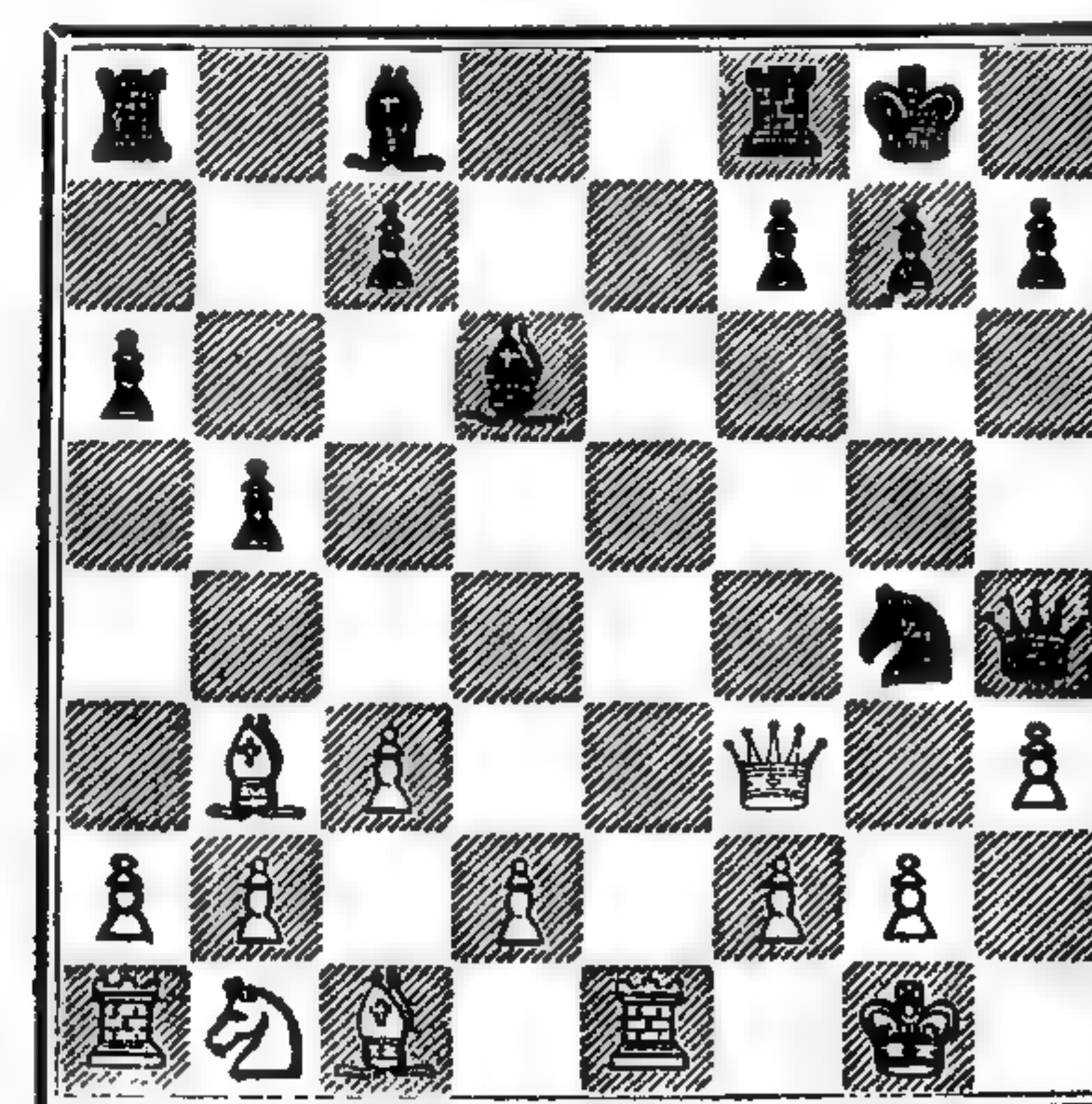
12. B—Q 3
13. P—K R 3 Kt—Kt 5

The onslaught begins. The Kt cannot be taken because of Q—R 5, P—Kt 3, B × P at Kt 3, P × B, Q × P ch followed by B × P wins, or 14 P × Kt, Q—R 5; 15 Q—B 3, Q—R 7 ch; 16 K—B, B × P; 17 Q × B, Q—R 8 ch; 18 K—K 2, Q R—K ch and wins.

14. Q—B 3

This move is both defensive and offensive, as it threatens the Q R and also Q × P ch in case the Black B at Q 3 should leave his original diagonal.

14. Q—R 5

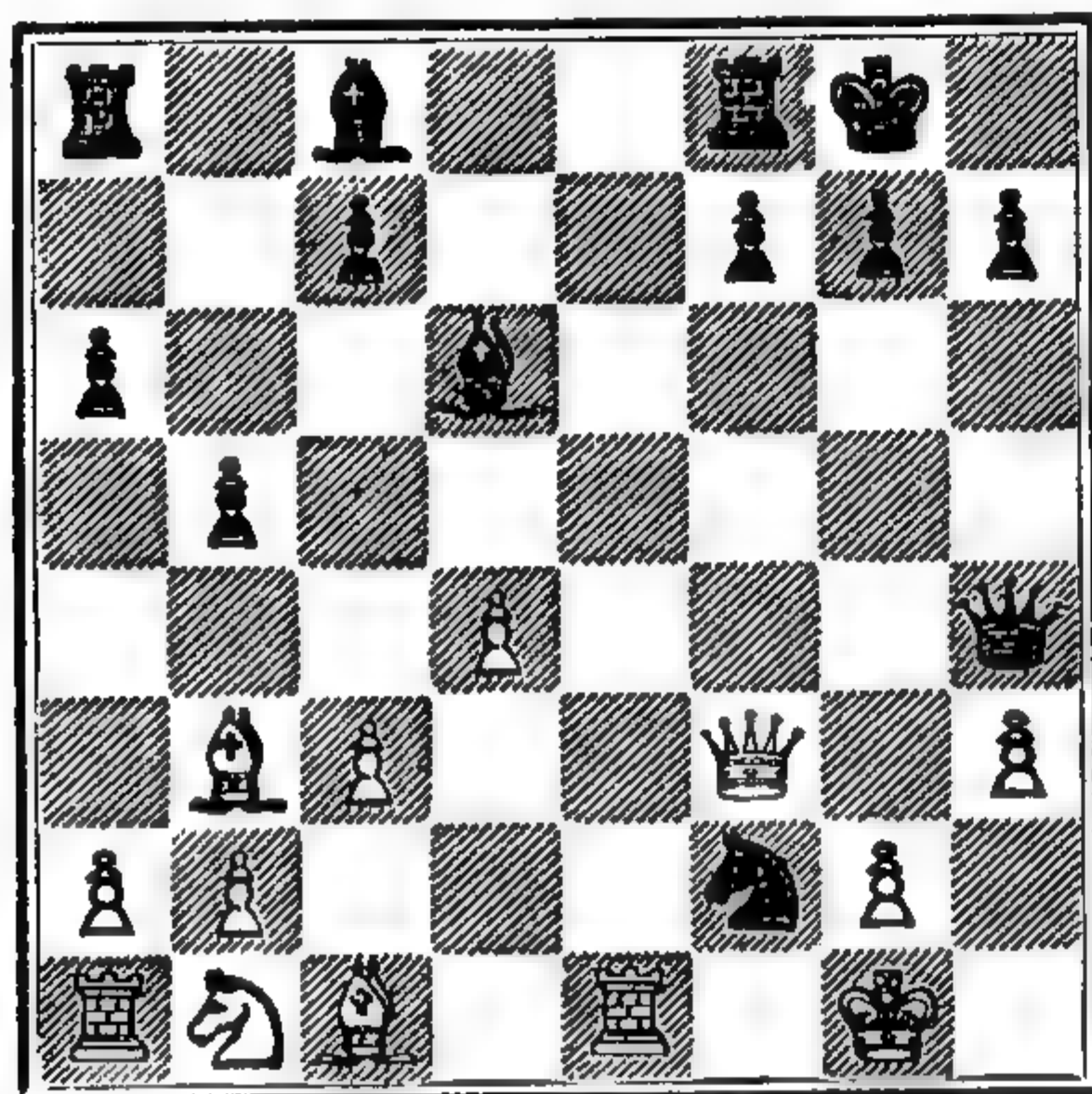


15. P—Q 4 !

Not 15 R—K 8, because then B—Kt 2! 16 R × R ch, R × R; 17 Q × Kt, R—K; 18 K—B, Q—K 2; 19 B—K 6 (best), B—Q 4, and Black has the better game.

15. Kt × P

The trapper trapped. Black, however, had nothing better, and had to go on with the attack to do or die.



16. R—K 2 !

Not 16 Q × Kt, because of B—R 7 ch ! (not B—Kt 6, because of Q × P ch ! and mate follows); 17 K—B, B—Kt 6; 18 Q—K 2, B × P; 19 P × B, Q R—K winning.

16. B—Kt 5

The best way to continue the attack. B × P or Kt × P ch yield less.

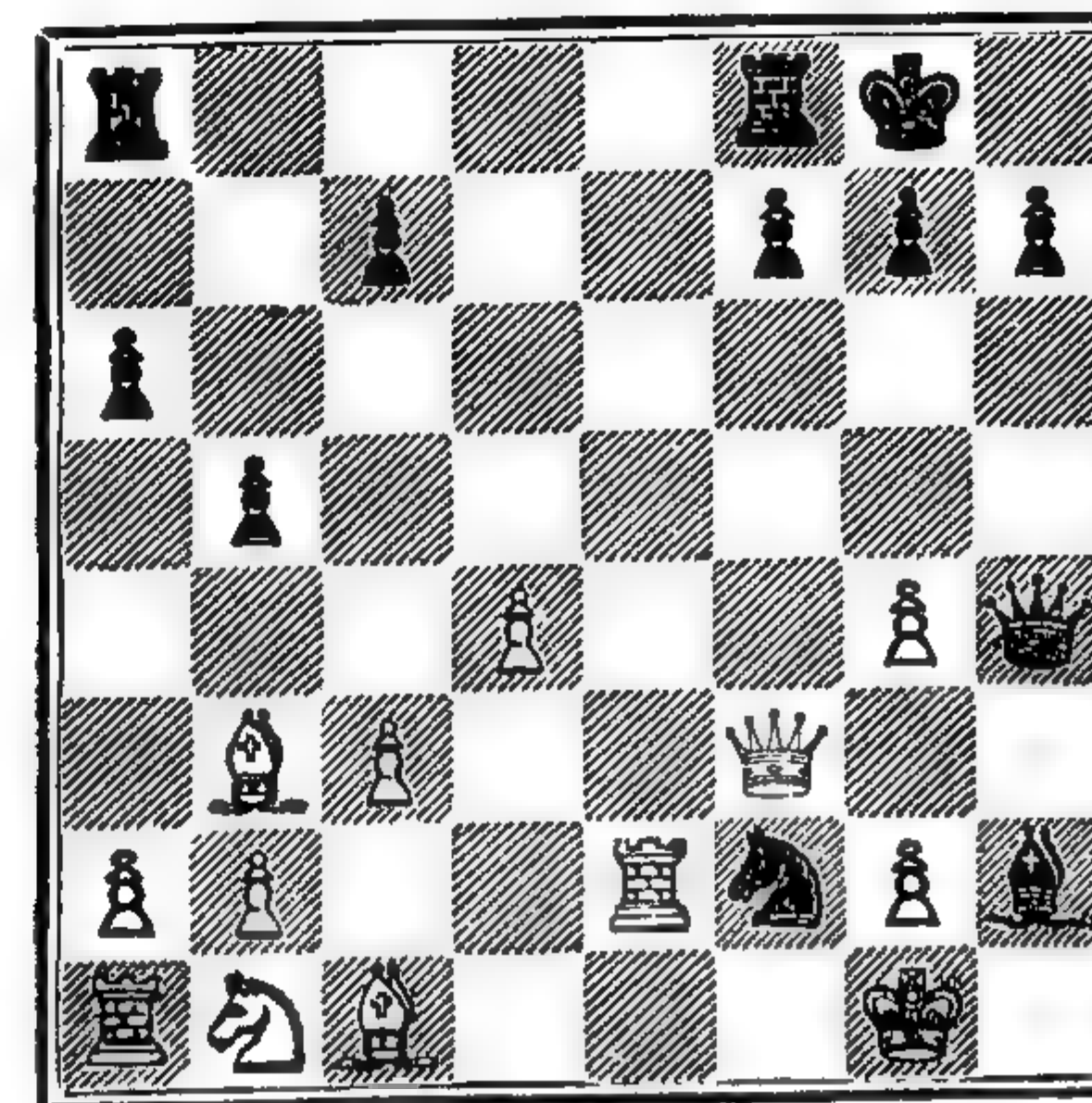
17. P × B

White could also play 17 Q × Kt without losing, but it might give Black an opportunity to draw. There are

so many variations throughout this game that I can only indicate one now and then.

17. B—R 7 ch

If Kt × P; B—K B 4 paralyses Black's attack immediately.



18. K—B B—Kt 6

I expected Kt—R 8. White, however, can defend in several ways. The best might be B—K 3. It should be noticed that throughout all these complications what saves White is the combined pressure of the Q and B against Black's K B P, as well as the great defensive power of the Q at B 3.

19. R × Kt

K—K could also have been played, and it might have been even better than the text move.

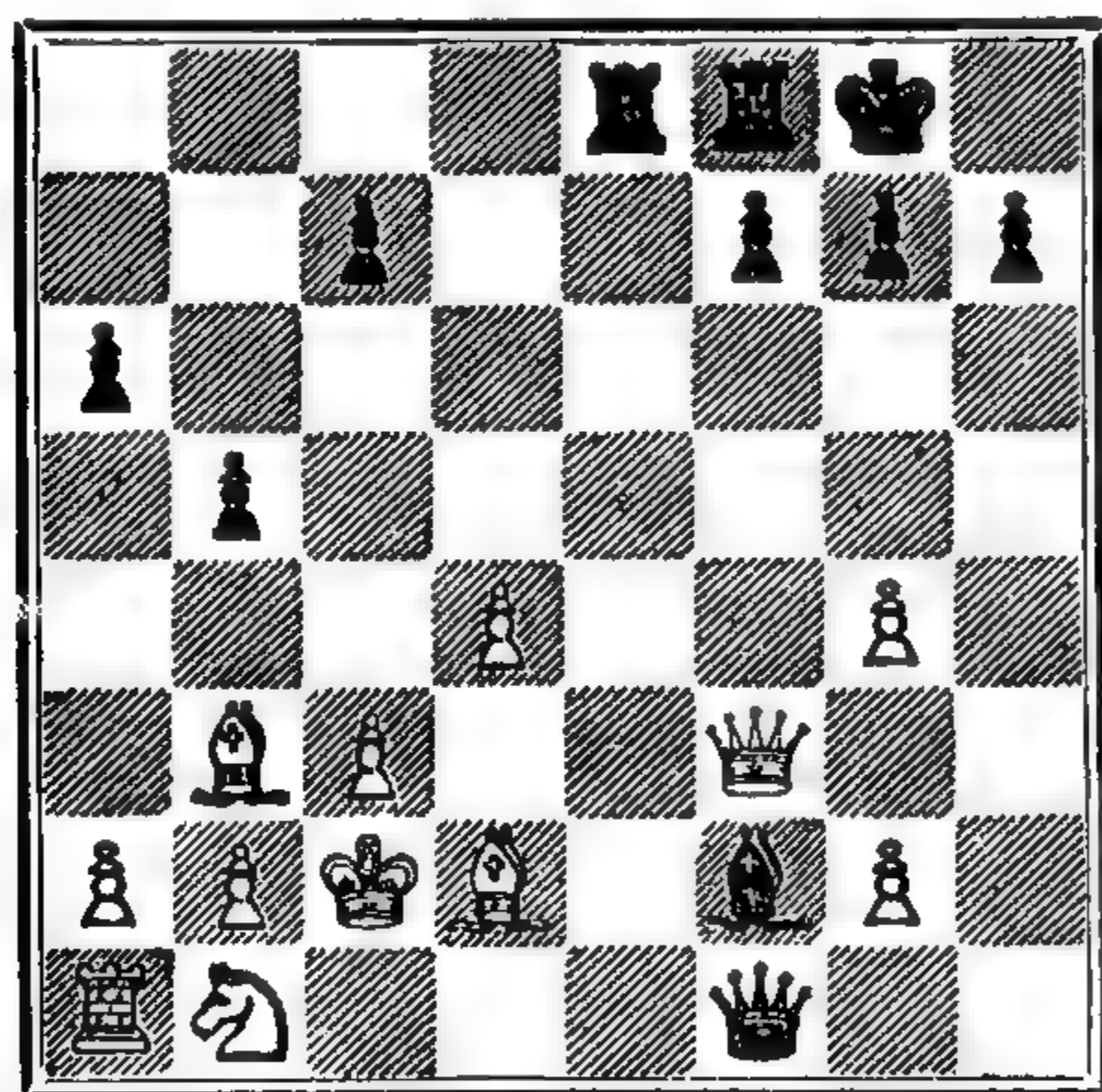
19. Q—R 8 ch
20. K—K 2 B × R

The alternative $Q \times B$ would have led to greater complications than the text move, but it would have given no better results.

21. B—Q 2 B—R 5
22. Q—R 3

Black, in order to avoid the exchange of Queens, is now compelled to drive the K to Q B 2, where he is safe.

22. Q R—K ch
23. K—Q 3 Q—B 8 ch
24. K—B 2 B—B 7
25. Q—B 3



25. Q—Kt 8

To get out of the pin and be free to use his pieces. 25 . . . R—K 7 would be met by 26 P—R 4! Q—K 8; 27 P \times P! B—K 6; 28 B—B 4! R \times B ch; 29 Kt \times R, Q \times Kt ch; 30 K—Kt 3 and Black's game is hopeless, since he cannot play P \times P because of Q \times P ch!

26. B—Q 5 P—B 4
27. P \times P B \times P
28. P—Q Kt 4

At last White assumes the initiative and Black's game crumbles to pieces.

28. B—Q 3
29. P—R 4 P—Q R 4

Forced, as he cannot afford to let White have the open Q R file while White's King is in safety.

30. P \times Kt P P \times P
31. R—R 6 P \times P
32. Kt \times P B—Kt 5
33. P—Kt 6 B \times Kt
34. B \times B P—R 3
35. P—Kt 7 R—K 6

B \times P ch and mate in five moves.

GAME No. 32.

SIXTH ROUND.

Queen's Gambit Declined.

Awarded the Second Brilliancy Prize.

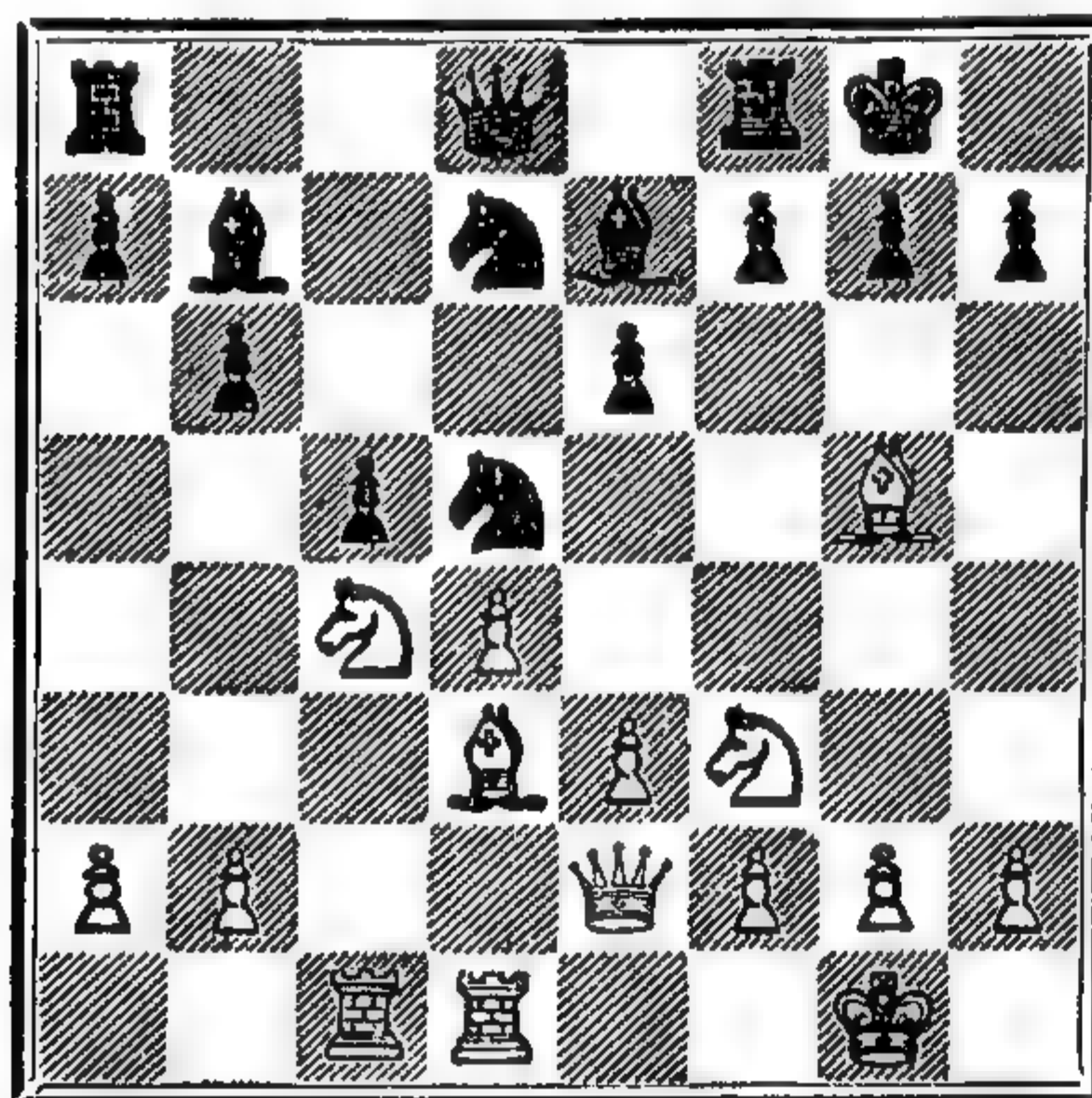
White: J. R. Capablanca.

Black: D. Janowski.

1. P—Q 4 P—Q 4
2. Kt—K B 3 Kt—K B 3
3. P—B 4 P—K 3
4. B—Kt 5 Q Kt—Q 2
5. P—K 3 P—B 3
6. Q Kt—Q 2

I believe this is my own invention. In this position it is probably the best move. The object is to retake with the Kt when Black plays $P \times P$ later on, and thus have two Kts controlling the square at K 5.

- | | |
|------------------|--------------|
| 6. | B—K 2 |
| 7. B—Q 3 | $P \times P$ |
| 8. Kt \times P | Castles |
| 9. Castles | P—B 4 |
| 10. R—B | P—Q Kt 3 |
| 11. Q—K 2 | B—Kt 2 |
| 12. K R—Q | Kt—Q 4 |



13. Kt—Q 6 !

In order to drive the Bishop to B 3 where it will be in the line of White's Q R. Later on it will be seen how this little advantage now acquired is largely the cause of Black's defeat.

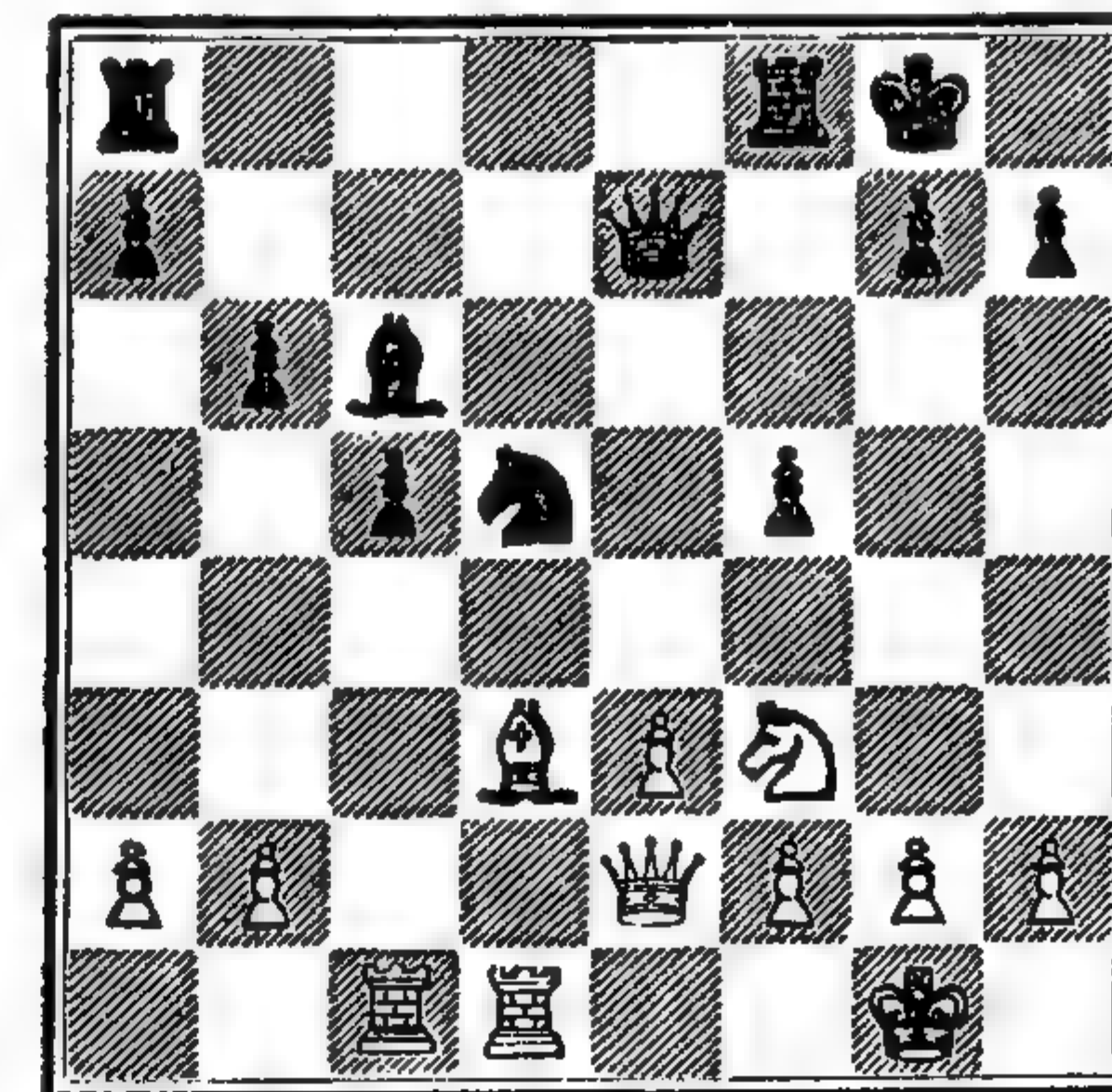
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|------------|-------|
| 13. | B—B 3 |
| 14. Kt—K 4 | P—B 4 |

- | | |
|------------------|--------------|
| 15. B \times B | Q \times B |
| 16. Kt (K 4)—Q 2 | |

Back again, but there is now a "hole" at K 5 and it threatens to go there via Q B 4, which influences Black's next move.

- | | |
|--------------------|-----------------|
| 16. | P—K 4 |
| 17. P \times K P | Q Kt \times P |
| 18. Kt \times Kt | Q \times Kt |
| 19. Kt—B 3 | Q—K 2 |

Black considered this move a long time. Had he retreated the Queen to any other place, then B—B 4 combined in some cases with P—K 4 would have yielded White at least a Pawn. This game is remarkable because it would be hard to say which move lost the game, though it is probably P K B 4 or P K 4, and most likely the former.



- | | |
|------------------|---------------|
| 20. Kt—Q 4 ! | P \times Kt |
| 21. R \times B | Kt—Kt 5 |

There was nothing better as White threatened B—B 4.

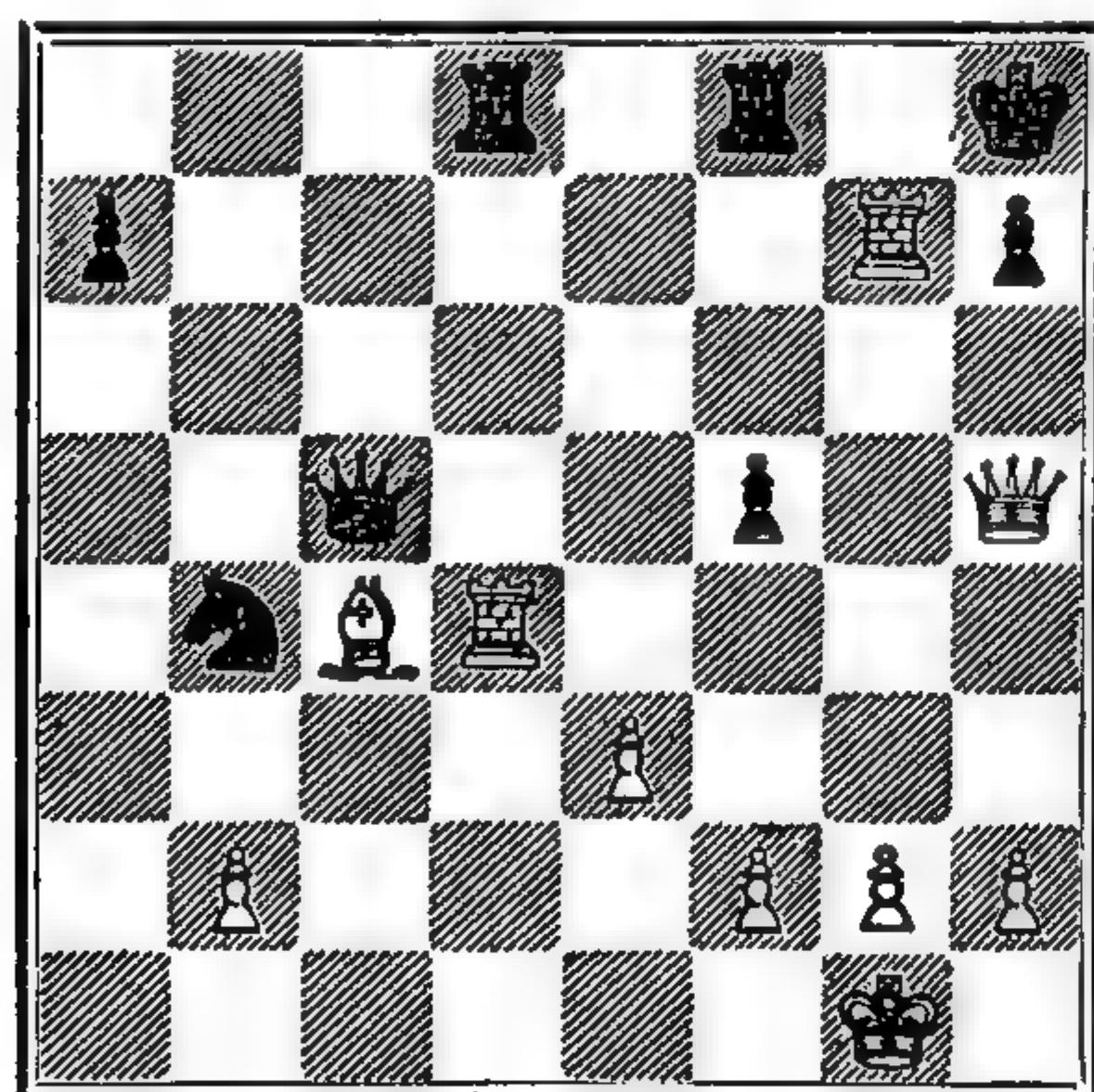
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|--------------|----------|
| 22. B—B 4 ch | K—R |
| 23. R—K 6 | P—Q 6 |
| 24. R × P | Q—B 4 |
| 25. R—Q 4 | P—Q Kt 4 |

This only makes matters worse, but the fact is that Black, besides being a Pawn behind, has the inferior position as well.

- | | |
|-----------|---------|
| 26. B × P | Kt × P |
| 27. B—B 4 | Kt—Kt 5 |
| 28. Q—R 5 | P—Kt 3 |

White threatened R—R 4.

- | | |
|------------|----------|
| 29. R × P | Q R—Q |
| 30. R—Kt 7 | Resigns. |



If K × R; Q—Kt 5 ch, K—R; R × R, and mate follows unless Black gives up the Kt. This is one of those very neat games, very simple in appearance, but very difficult in reality, and only the expert can fully enjoy it. There is no wasted effort, and every move seems to fit in naturally with the previous one and the next.

CHAPTER X.

THE MATCH WITH KOSTIC AND THE HASTINGS VICTORY CONGRESS.

As a result of this tournament my match with Kostic was arranged. We had met in two different double round tournaments, and all four games had been drawn. In addition, Kostic went through the tournament with a clean score, and beat every other player except myself, so that some people thought that the Serbian should make matters interesting for me. After very short negotiations, Habana, my native city, came forward with the full amount of the purse required, \$2,500, and the match started there on 25th March, 1919. At that time of the year, up to the end of April, the temperature in Habana is ideal, the thermometer registering day in and day out about 75 degrees, and there is always a breeze blowing across the city from the sea.

The match was to be one of eight games up, draws not to count, but after suffering five successive defeats without even a draw my opponent resigned the match. From the five games I am giving the third, which proved to be the liveliest of all the encounters, and which has besides a certain value in view of the tactics adopted in the opening.

GAME No. 33.

PLAYED MARCH 29, 1919.

Petroff Defence.

White: J. R. Capablanca. Black: B. Kostic.

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|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—K B 3 |
| 3. Kt × P | P—Q 3 |
| 4. Kt—K B 3 | Kt × P |
| 5. P—Q 4 | |

In the first game I played Q—K 2 at this stage.

- | | |
|--------------|----------|
| 5. | P—Q 4 |
| 6. B—Q 3 | B—K 2 |
| 7. Castles | Kt—Q B 3 |
| 8. R—K | B—K Kt 5 |
| 9. P—B 3 | P—B 4 |
| 10. Q Kt—Q 2 | |

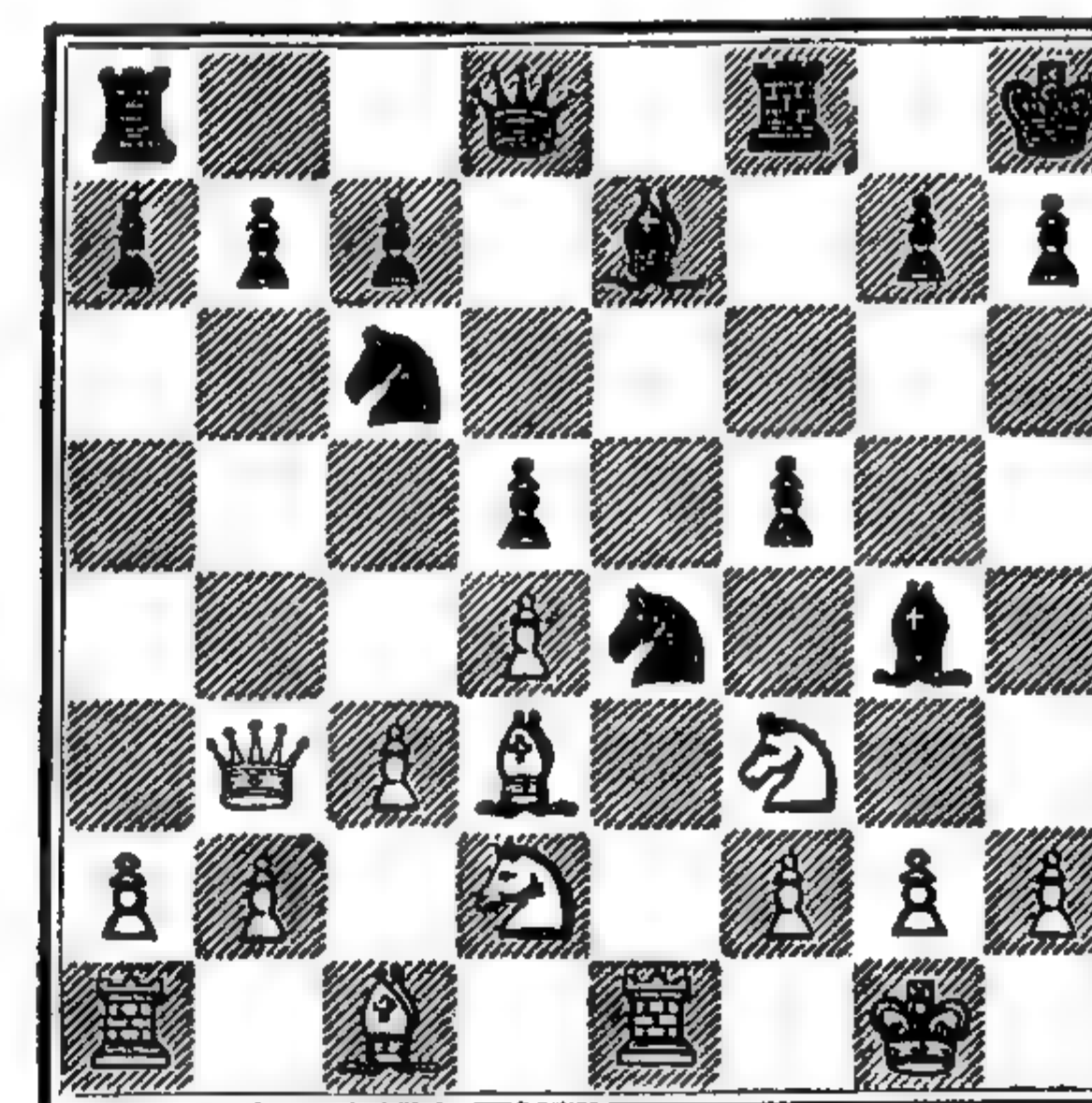
This, I believe, to be my own invention, and I think it is the best move in this position, if White wants to play for a win and avoid the well-known paths.

A good many critics have compared this game with another, played by Lasker against Pillsbury at St. Petersburg in 1895, which is absurd, as instead of the text move Lasker played Q—Kt 3 at once, and followed it up by B—K B 4, which was undoubtedly a bad move.

- | | |
|------------|---------|
| 10. | Castles |
| 11. Q—Kt 3 | K—R |

White threatened Kt × Kt, followed by B × P. After

the text move I considered the situation for a long time, about forty minutes. I could not quite make up my mind as to whether I should play Q × Kt P and risk the attack to which I thought there would be a good defence, or play as I did, Kt—B, which also subjected me to an attack, but of a different sort, and where my opponent would not have had the benefit of his extraordinary memory (he knows by heart every game played by a master in the last twenty years, and a considerable number of games of much older date), but here he would, so to speak, be thrown on his own resources, and whatever combinations he made would have to come out of his own head, and not out of the heads of others.



12. Kt—B

Q—Q 2

Immediately vindicating my judgment as expressed in my previous note. My opponent not being an attacking player, and fearing complications in which he felt certain he would be outplayed, chose what he thought to be a safe developing move. The only way to continue the

attack would be: 12..B × Kt; 13 P × B, Kt × K B P; 14 K × Kt, B—R 5 ch; 15 Kt—Kt 3, P—B 5. The variation recommended by some critics which runs as follows: 12..B × Kt; 13 P × B, Kt—Kt 4 is worthless, as White obtains an excellent game by simply taking off the Kt and playing R—K 6.

13. Kt (B 3)—Q 2 Kt × Kt

Further evidence that my adversary fears complications.

14. B × Kt P—B 5

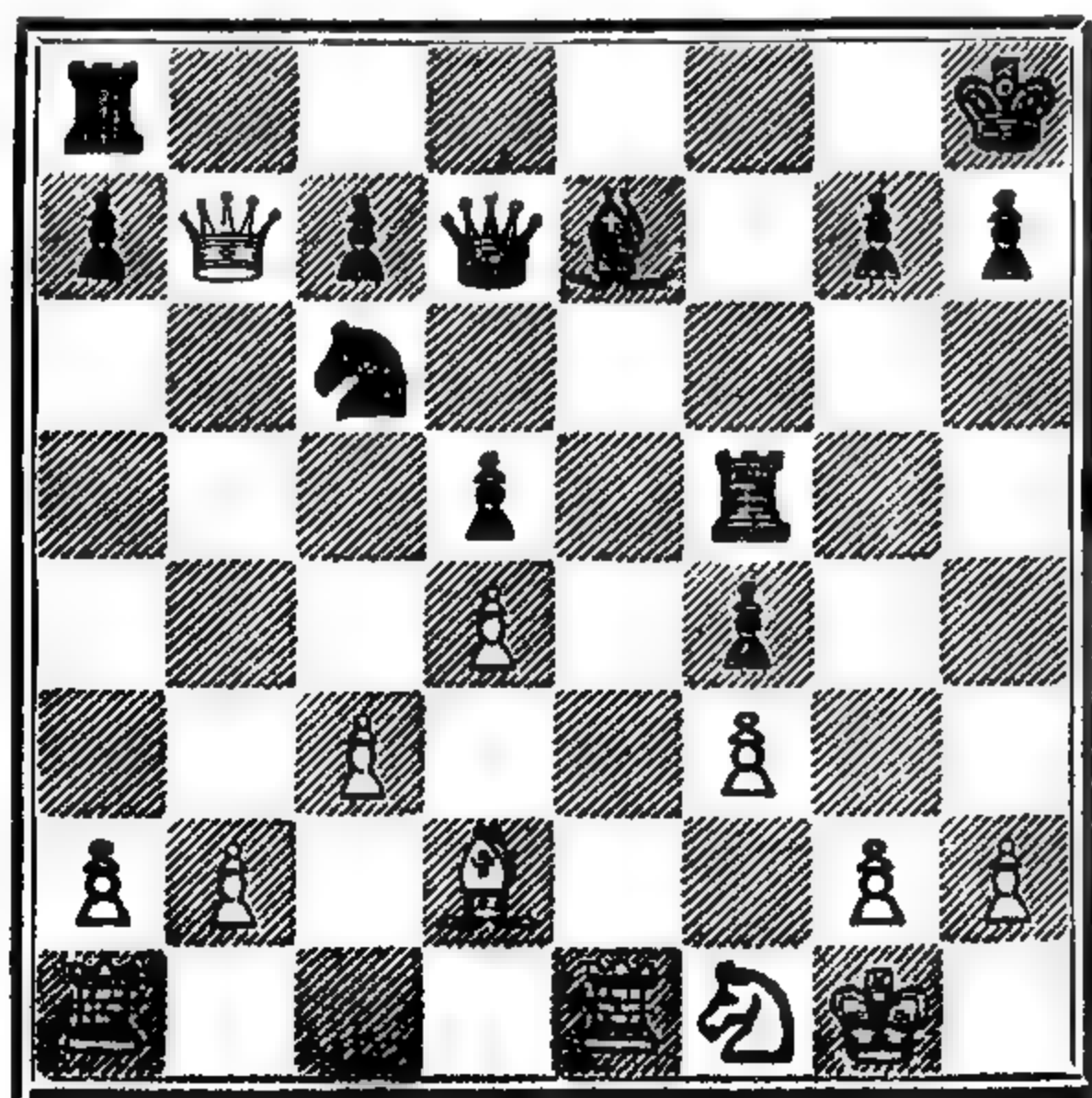
Apparently Black has an excellent game, but in reality White will obtain the upper hand through his next move, which will make his position unassailable.

15. P—B 3 B—B 4

The desire to exchange at every opportunity costs him a Pawn. He had to retreat the B to R 4.

16. B × B R × B

17. Q × Kt P



17. R—K Kt

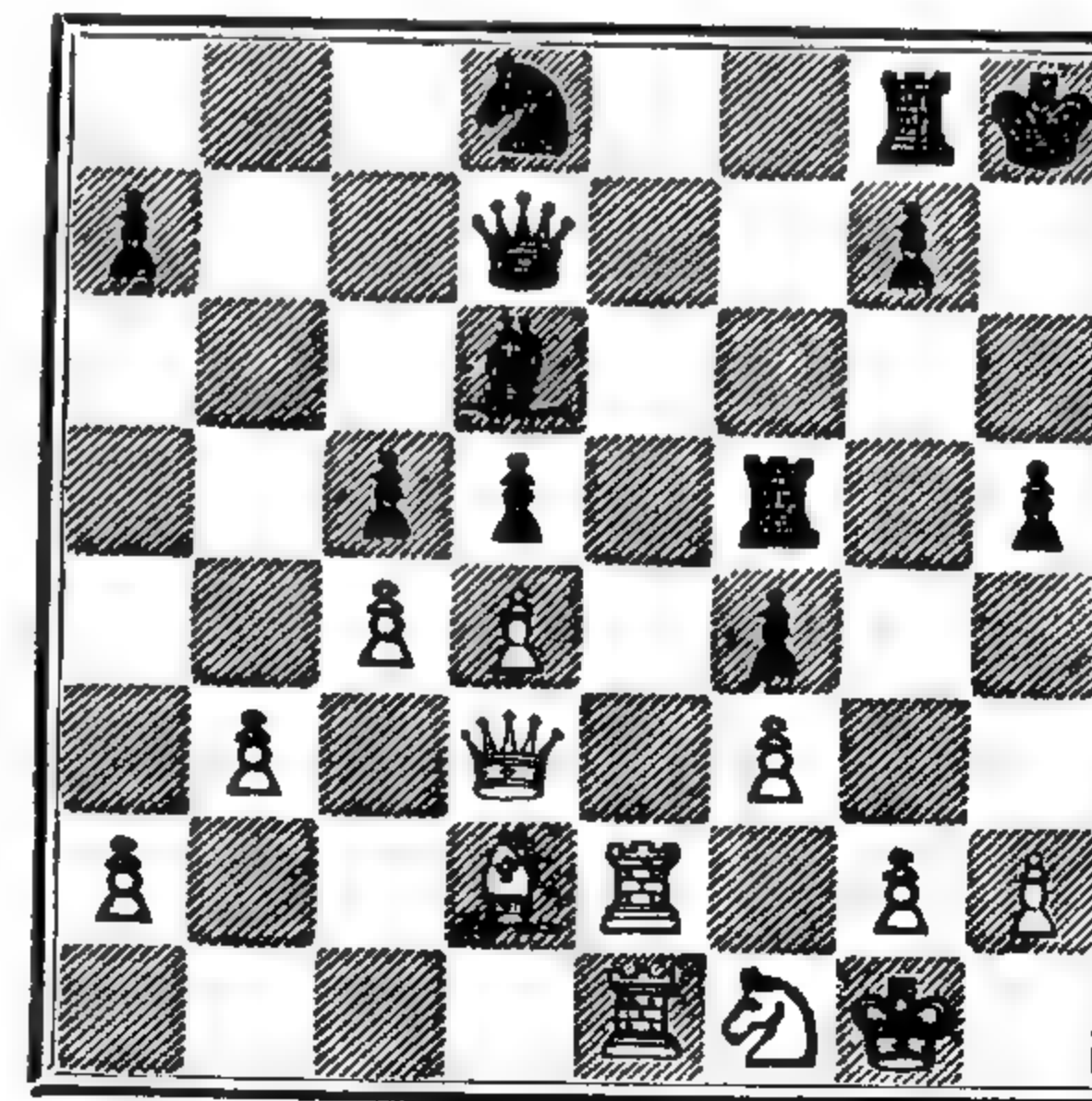
If R—Q Kt, R × B wins.

18. Q—Kt 5 B—R 5
19. R—K 2 P—K R 4

All this is largely bluff. White needs only to rearrange his pieces a little and then advance against Black's centre, which will automatically stop any demonstration on the King's side.

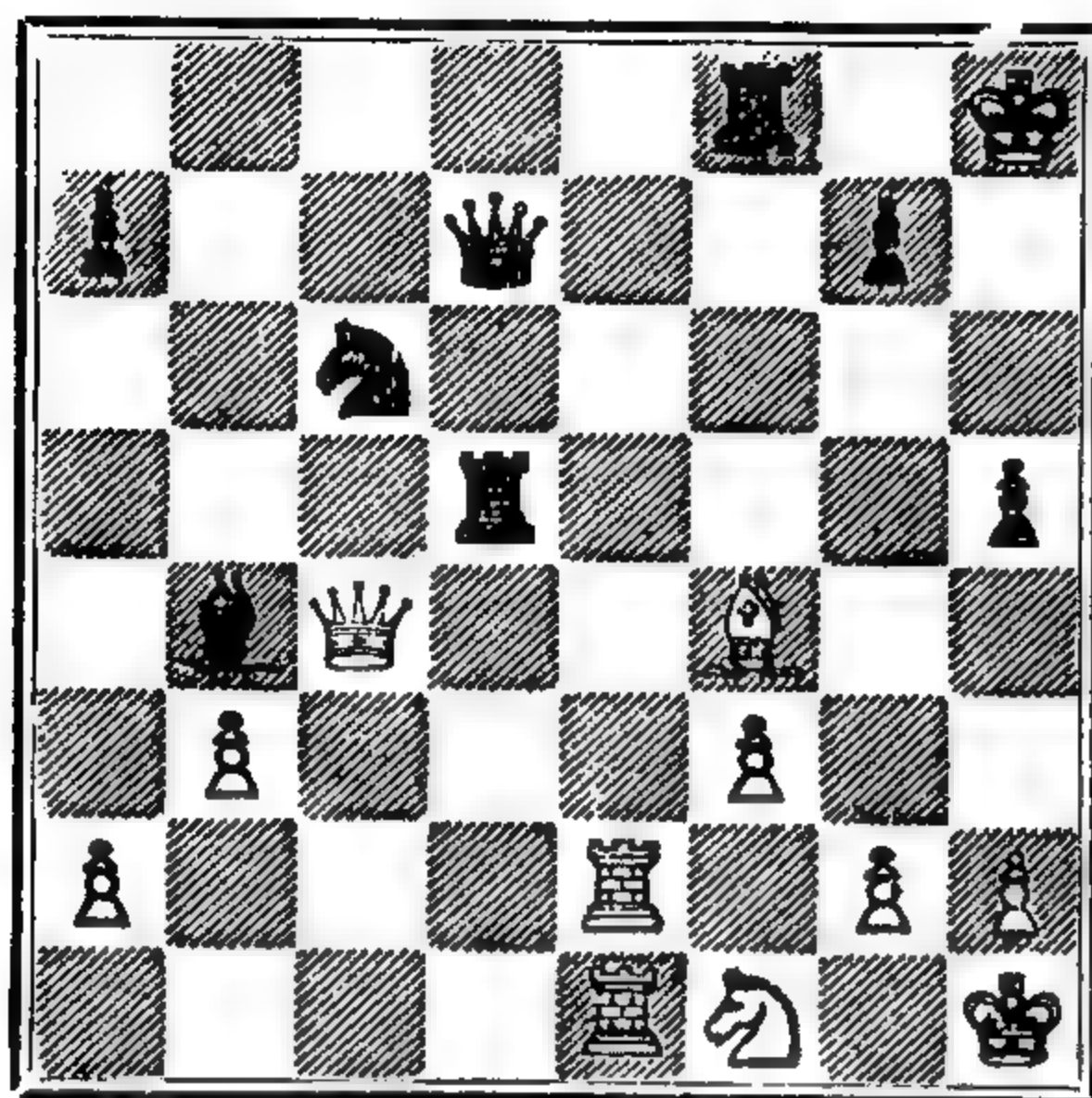
20. Q—Q 3 B—K 2
21. Q R—K B—Q 3
22. P—Q Kt 3 Kt—Q
23. P—B 4 P—B 4

Best. Black's play is now of a high order, but it is too late. I now carefully considered all the coming complications, and having arrived at the conclusion that Black's threats could all be stopped, I went right into the *mêlée*, as I thought it was the quickest way to win.



24. P × B P B × P ch
25. K—R Kt—B 3

- | | |
|-----------|--------|
| 26. P × P | R × P |
| 27. Q—B 4 | R—K B |
| 28. B × P | B—Kt 5 |



- | | |
|--------------|----------|
| 29. R—K 8 | R—Q 5 |
| 30. R × R ch | B × R |
| 31. Q—K 6 | Q × Q |
| 32. R × Q | R—Q 8 |
| 33. K—Kt | B—B 4 ch |
| 34. B—K 3 | |

This move completely checks the attack, and the rest is only a matter of technique, in which I must say that my opponent simplified matters somewhat for me by assuming the attitude of a beaten man, playing with the conviction that whatever he now did there could only be one result.

- | | |
|-------------|----------|
| 34. | B × B ch |
| 35. R × B | R—R 8 |
| 36. R—K 6 | Kt—Kt 5 |
| 37. R—K 5 | P—Kt 3 |

R × P would have allowed him to put up a better fight.

- | | |
|--------------|--------|
| 38. R—K 8 ch | K—Kt 2 |
| 39. R—K 7 ch | K—B 3 |
| 40. R × P | R × P |

He should have resigned, since he is two Pawns down and has no compensation whatever for them.

- | | |
|--------------|----------|
| 41. R × R | Kt × R |
| 42. K—B 2 | K—K 4 |
| 43. K—K 3 | K—Q 4 |
| 44. K—B 4 | K—K 3 |
| 45. K—Kt 5 | K—B 2 |
| 46. Kt—Q 2 | Kt—Kt 5 |
| 47. Kt—B 4 | Kt—Q 6 |
| 48. P—Q Kt 4 | Resigns. |

THE HASTINGS VICTORY CONGRESS.

Shortly before sailing for Habana to play my match with Kostic I received a formal invitation to participate in this Congress. It was the first attempt in England in twenty years to hold a Congress of an International character, and it was meant to celebrate the Allied Victory. Although the prizes and inducements offered were practically of no account, I felt that, as the leading player of the Allied and Neutral countries, I was morally obliged to play in the Victory Tournament, provided certain essential conditions were granted. I received a very flattering reply from Mr. Leonard P. Rees, the Secretary of the British Chess Federation, and consequently made arrangements to leave New York on the 26th of July on the ss. *Aquitania*, after having received an official appoint-

ment from the Cuban Government for special work connected with the Foreign Office, of which I am a member. I arrived at Southampton on the 2nd of August, and I proceeded to London and thence to Hastings. The tournament began on the 11th of August and lasted twelve days, there being twelve competitors. I won first prize with ten wins and one draw, and Kostic came second with eight wins and three draws. I give below two of my games in the tournament. Before going any further I wish to say how pleased I have been with my visit to England. Not only in Hastings, but in almost every other place that I have visited, I have met with the greatest marks of kindness and deference by the chess devotees. I have found that in chess, as in every other form of contest, the Englishmen are very good sportsmen.

GAME No. 34.

HASTINGS VICTORY TOURNAMENT.

FIRST ROUND.

Ruy Lopez.

White: J. R. Capablanca.

Black: F. D. Yates.

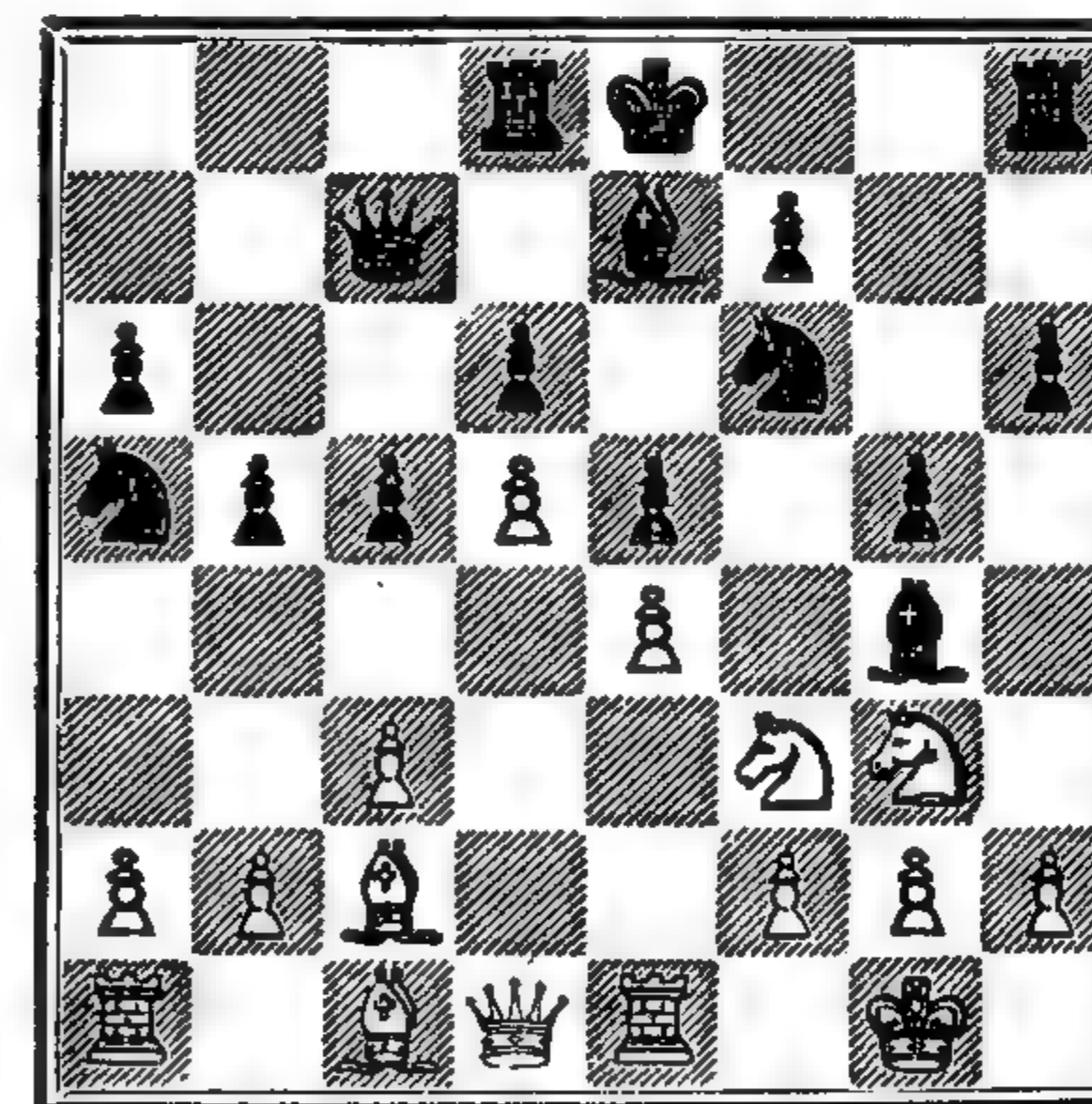
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|-------------|----------|
| 1. P—K 4 | P—K 4 |
| 2. Kt—K B 3 | Kt—Q B 3 |
| 3. B—Kt 5 | P—Q R 3 |
| 4. B—R 4 | Kt—K B 3 |
| 5. Castles | B—K 2 |
| 6. R—K | P—Q Kt 4 |
| 7. B—Kt 3 | P—Q 3 |
| 8. P—B 3 | Kt—Q R 4 |
| 9. B—B 2 | P—B 4 |

- | | |
|--------------|--------|
| 10. P—Q 4 | Q—B 2 |
| 11. Q Kt—Q 2 | B—Kt 5 |
| 12. P—Q 5 | P—Kt 4 |

Black does not want to play a waiting game, but on the contrary wishes to be ready to assume the initiative at the earliest possible moment. The text move, however, creates a marked weakness at his K B 4, of which White soon takes advantage.

- | | |
|-------------|-------|
| 13. Kt—B | P—R 3 |
| 14. Kt—Kt 3 | R—Q |

I suppose this move was played with the idea of retreating the B to Q B without blocking the Q R. It weakens, however, the Q's side and White takes immediate advantage of it.



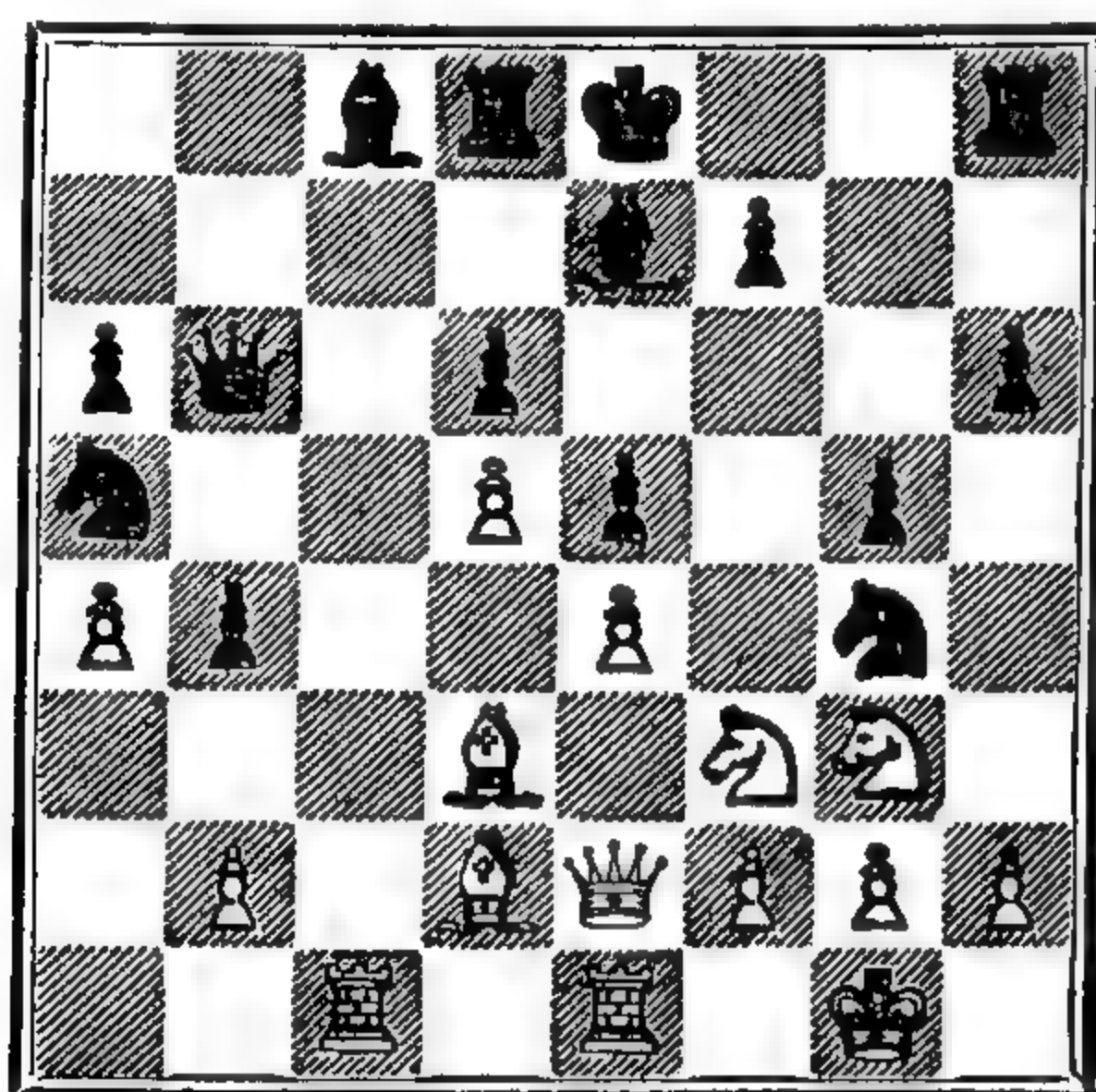
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|-------------|--------|
| 15. P—Q R 4 | P—Kt 5 |
|-------------|--------|

He does not want White to have the open file.

- | | |
|-----------|-------|
| 16. P × P | P × P |
| 17. B—Q 3 | B—Q B |

- | | |
|-----------|---------|
| 18. B—K 3 | Kt—Kt 5 |
| 19. R—Q B | Q—Kt |
| 20. B—Q 2 | Q—Kt 3 |
| 21. Q—K 2 | |

I knew that as a result of this move I would have to give up the exchange later on, but I felt that the Pawn and the position I acquired for it were more than sufficient compensation. Otherwise I would have played R—K 2.



- | | |
|---------------|---------|
| 21. | Kt—Kt 6 |
| 22. R—B 6 | Q—R 4 |
| 23. B × R P ! | B—Q 2 |
| 24. B—Kt 5 | B × R |

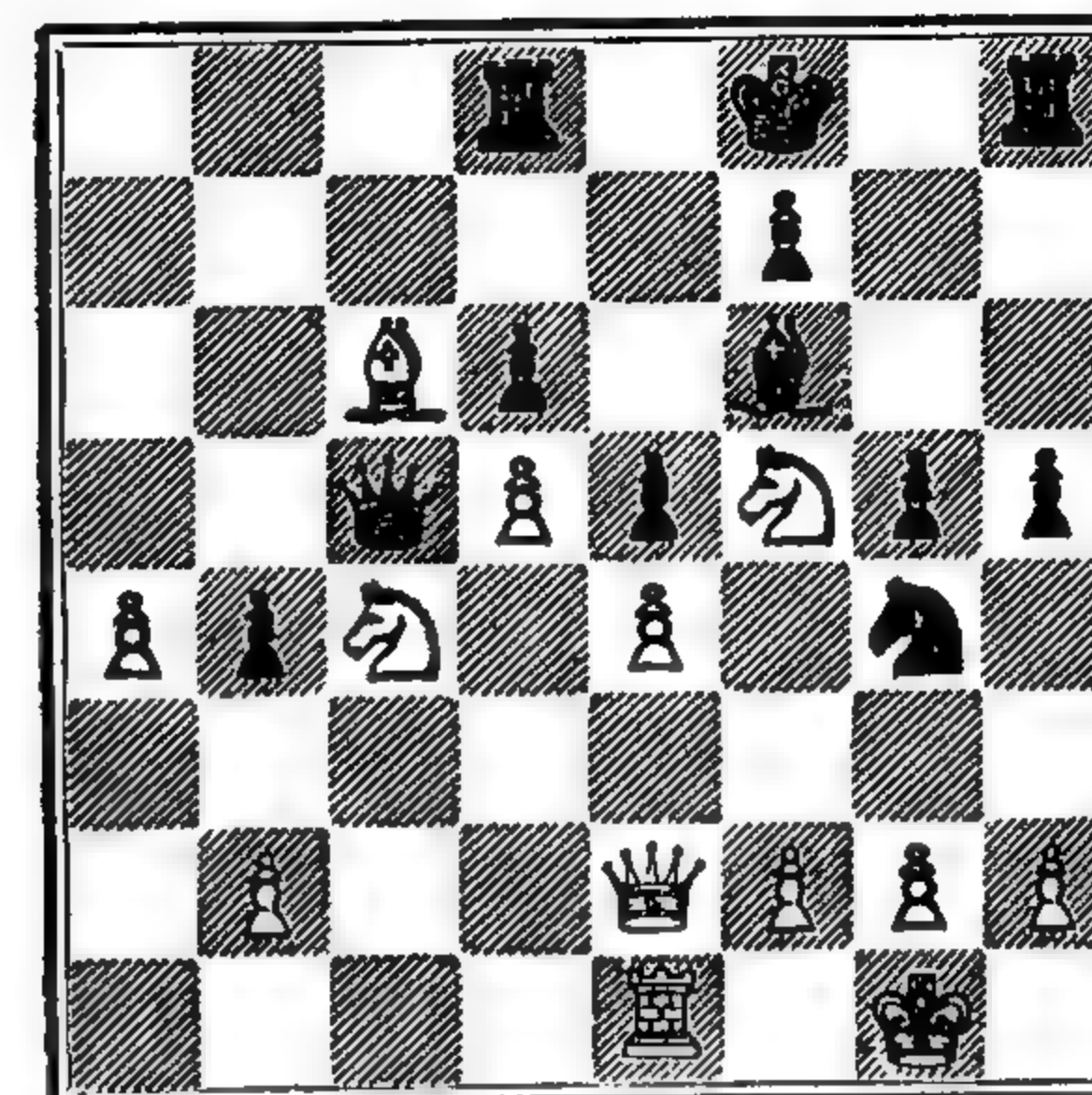
Black has lost a Pawn, and besides his most valuable Q B for a Rook. As a result the hole at K B 4 is quite open to White's Knights.

- | | |
|--------------|--------|
| 25. B × B ch | K—B |
| 26. Q—B 4 | Kt × B |
| 27. Kt × Kt | Q—R 2 |

- | | |
|------------|-------|
| 28. Q—K 2 | P—R 4 |
| 29. Kt—B 5 | B—B 3 |

To be able to play Kt—R 3, as White threatened P—R 3.

- | | |
|------------|-------|
| 30. Kt—B 4 | Q—B 4 |
|------------|-------|



The Black pieces are now as if in a box, and the actual winning is only a matter of procedure. White takes the simplest line, which consists in exchanging Queens and taking advantage of the fact that Black's K R is entirely out of play.

- | | |
|--------------|--------|
| 31. P—Q Kt 3 | Kt—R 3 |
| 32. Kt × Kt | R × Kt |
| 33. Q—K 3 | R—B |
| 34. R—Q B | B—Q |

Q × Q would have prolonged the game considerably, but it would not have averted defeat.

- | | |
|------------|-------|
| 35. Q × Q | P × Q |
| 36. Kt × P | K—K 2 |
| 37. R × P | P—B 4 |

- | | |
|------------|-------|
| 38. R—B 4 | B—R 4 |
| 39. B—Kt 5 | R × R |
| 40. Kt × R | B—B 2 |
| 41. P—K 5 | B—Kt |
| 42. Kt—K 3 | R—R 2 |

As he loses a Pawn, and soon the exchange, Black should have resigned.

- | | |
|---------------|--------|
| 43. Kt × P ch | K—B 2 |
| 44. P—K 6 ch | K—B 3 |
| 45. P—K 7 | R × P |
| 46. Kt × R | K × Kt |

and Black resigned on the sixty-first move.

GAME No. 35.

SIXTH ROUND.

Queen's Gambit Declined.

Awarded the "Daily Mail" prize for the best game won by a foreigner.

White: J. R. Capablanca.

Black: R. H. V. Scott.

- | | |
|-------------|----------|
| 1. P—Q 4 | P—Q 4 |
| 2. P—Q B 4 | P—Q B 3 |
| 3. Kt—K B 3 | Kt—B 3 |
| 4. P—K 3 | P—K 3 |
| 5. Q Kt—Q 2 | Q Kt—Q 2 |
| 6. B—Q 3 | B—Q 3 |
| 7. Castles | Castles |
| 8. P—K 4 | P × K P |

- | | |
|------------|---------|
| 9. Kt × P | Kt × Kt |
| 10. B × Kt | Kt—B 3 |

The development established by Black is, to my mind, quite unsatisfactory.

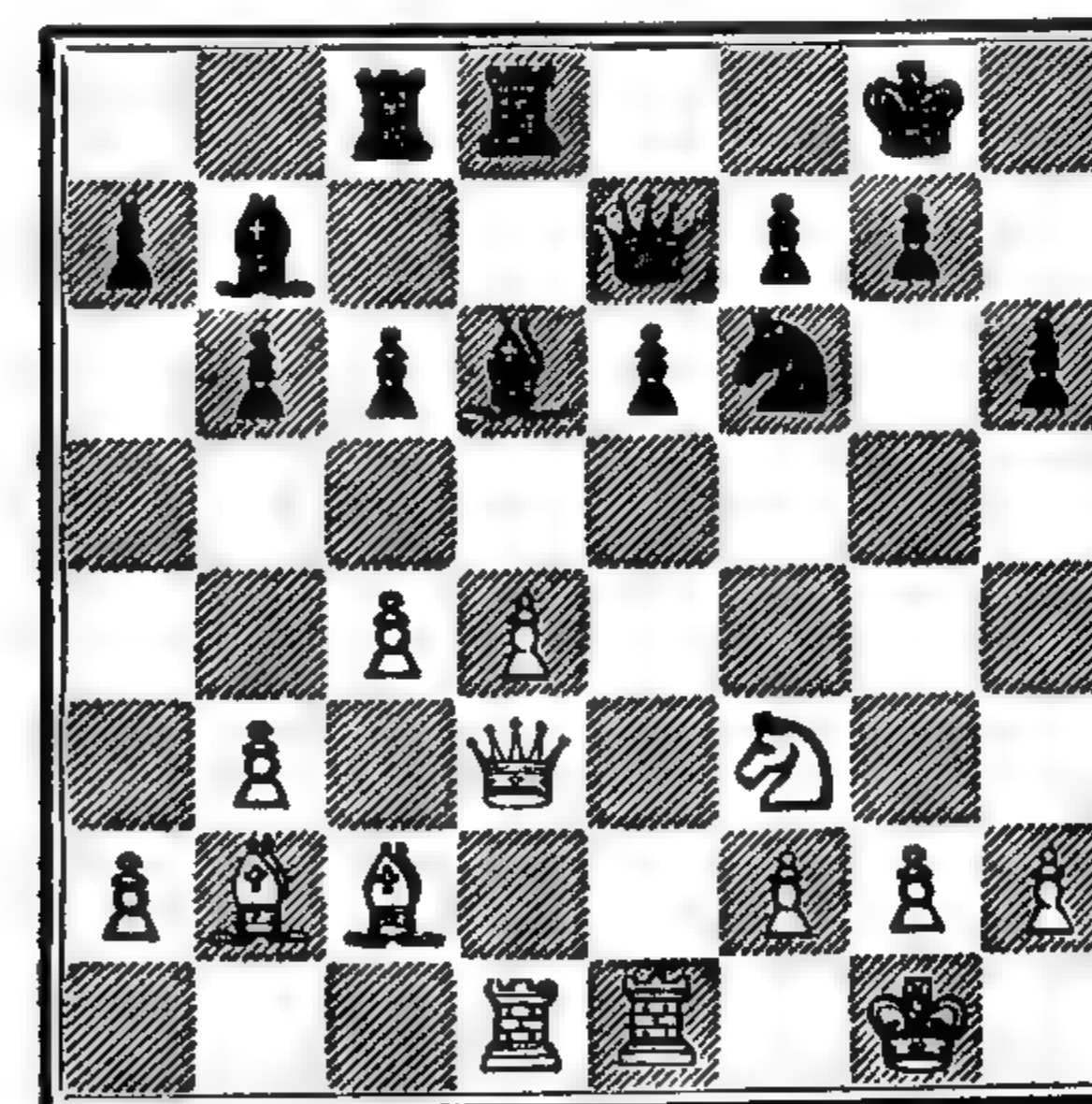
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|-----------|----------|
| 11. B—B 2 | P—Q Kt 3 |
| 12. Q—Q 3 | P—K R 3 |

To prevent B—Kt 5.

- | | |
|--------------|-------|
| 13. P—Q Kt 3 | Q—K 2 |
| 14. B—Kt 2 | R—Q |

If 14..B—R 6; 15 B × B, Q × B; 16 Kt—K 5, B—Kt 2 or Q—Q 3; 17 Kt—Kt 4.

- | | |
|-----------|--------|
| 15. Q R—Q | B—Kt 2 |
| 16. K R—K | Q R—B |



It is evident that Black does not realise the danger of his position, or he would not lose time making moves that would be good if attacking, but useless if defending.

- | | |
|------------|------|
| 17. Kt—R 4 | B—Kt |
|------------|------|

Again the previous note applies here. The two Bishops are very well posted for the attack, but not for the defence, and it is White in this case that has the attacking position, and not Black.

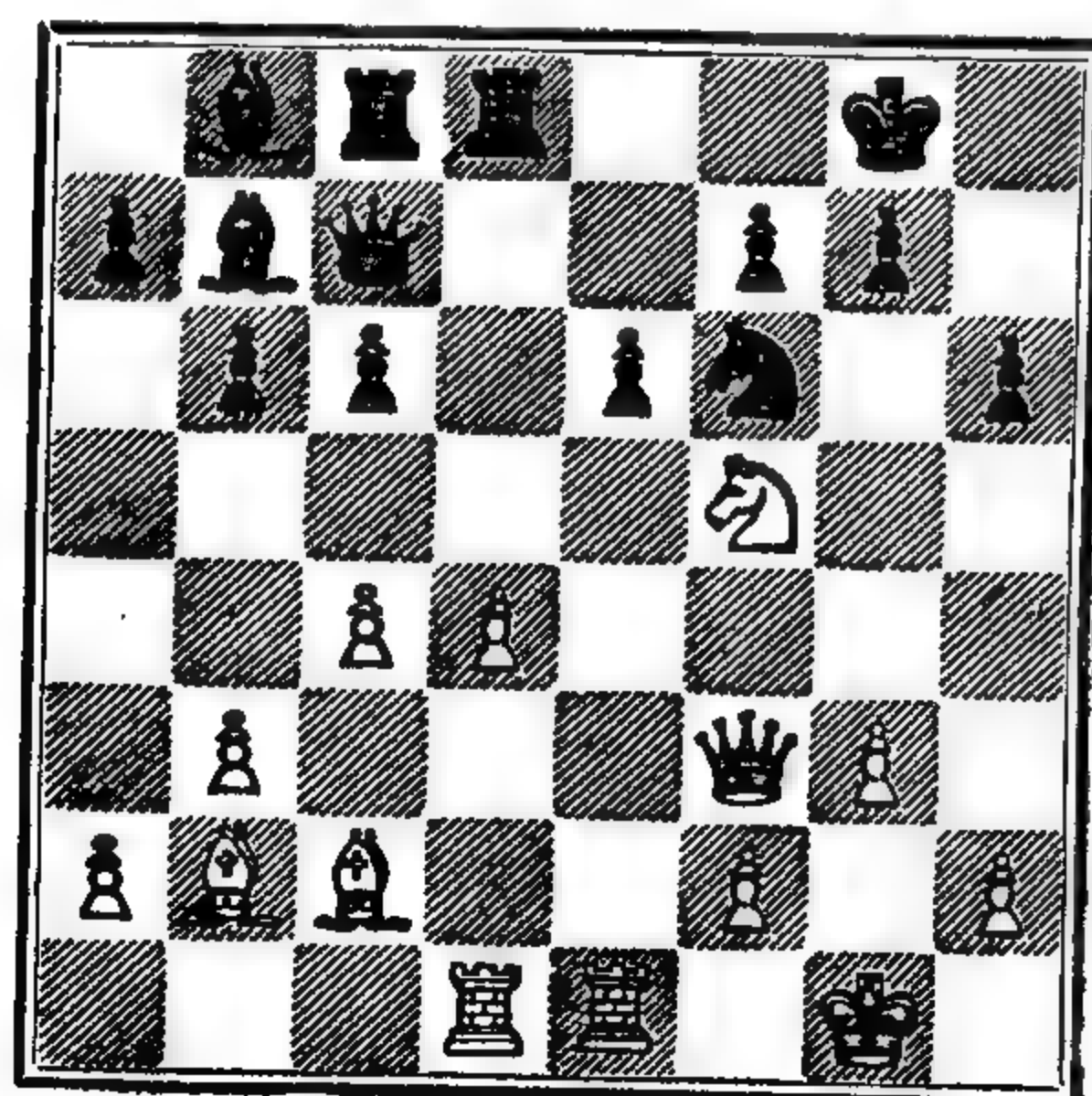
18. P—Kt 3 K—B

This, of course, cannot be good, but the fact is that Black has reached a position where there is nothing to be done. He cannot play P—B 4; because of P—Q 5, and if 18 P—Kt 3 White quietly plays R—K 2 and doubles the Rooks, if necessary, and then continues with a combined attack against the K Kt P and K R P, and also K P. In fact, it is a direct attack against the K with every piece that White possesses, while Black has his two Bishops out of place for all defensive purposes.

19. Q—K B 3 K—Kt

This helps White to finish the game quickly.

20. Kt—B 5 Q—B 2



It is curious to see how Black has massed his pieces for an attack that never existed or even could develop out of the position, unless White purposely allowed it.

21. Kt × P ch	K—B
22. P—Q 5	B P × P
23. B × Kt	P × B

This is tantamount to resigning, which he might well do now, as in any case it will be mate very soon, or Black will have to exchange everything and come out a Rook behind.

24. Q × P	K—K
25. R × P ch	P × R
26. Q × P ch	K—B
27. Q—B 6 ch	Resigns.

It is now mate in two, thus: K—K; R—K ch, and mate next move.

CONCLUSION.

AT the beginning of this book it was stated that, space permitting, I would give some points useful for beginners, but which also might be found of value to more experienced players. With that object I now give the substance of a part of a lecture, delivered by me at the Hampstead Chess Club on Saturday, November 15th, 1919.

A player some time ago asked me to give him some advice for average players, and I asked him of what sort, and what did he find was the general weakness. He said that some players are very aggressive and others are not aggressive at all. Both are wrong, but if you have to be one of the two, it is much better to be very aggressive.

The game might be divided into three parts, *i.e.*: —

1. The opening.
2. The middle-game.
3. The end-game.

There is one thing you must strive for, to be equally efficient in the three parts. Whether you are a strong or a weak player, you should try to be of equal strength in the three parts. You might say, with regard to the openings, that the main principle is *rapid and efficient development*. You must not lose sight of the fact that when you bring out your pieces you must put them in the right places. In the middle-game, the main thing is *the co-ordination of pieces*, and this is where most players are weak. Many try to attack with one piece here and an-

other there without any concerted action, and later they wonder what is wrong with the game. You *must* co-ordinate the action of your pieces, and this is a main principle which runs throughout. In the end-game, what you need is *accurate and time-saving play*; any move that gains time or saves time in the end-game is a move which must be considered immediately. Broadly speaking, these are the principles.

It is quite an advantage to have the initiative, and once you have it you must keep it. If your opponent has it, and relinquishes it through some accident or other, you must take it. It may be a good quality for a strong player to be passive and let the other player attack him, thinking he will at some time or other make a bad move, but it is fatal to the beginner or medium player — such players *must* be aggressive. He must attack, because only in that way can he develop his imagination, which is a very important thing.

Another very important point is the economy of forces in the defence. You will find people very often frightened when a Pawn or a piece is attacked, or especially the King; they try to bring all their pieces to defend him. This is wrong. You must always try and defend your King with as few pieces as you can, and it is only when attacking your opponent's King that you must bring forward all the pieces you can. When attacking other pieces use just sufficient force to attain your object.

Starting with the opening you probably find you are confronted with a move which you have not seen before. You say to yourself, "What can I do?" The answer is, "Play what you might call the common-sense move." Bring your pieces out quickly, and put them in a safe

place. You may not make the best move by doing this, but it will be a lesson for the next game. The main thing is to move out your pieces as quickly as possible. I would add that most people do not like to lose games, and take defeat badly. This is not right. People who want to improve should take their defeats as lessons, and endeavour to learn what to avoid in the future. You must also have the courage of your convictions. If you think your move is good, make it. Experience is the best teacher. Most people during a game have an idea that a certain manoeuvre is good, but they are afraid to make it. That is wrong; you must go on and play what you think is good without hesitation.

AFTERWORD

THE pleasure in playing over a good game of chess is greatly enhanced if one of the players (preferably the winner) tells us something of his thought processes. In *My Chess Career*, Capablanca does this for us. He tells us why he made certain moves, and what prompted him to discard others. He analyzes the position at various critical stages, and discusses the psychological considerations that influenced his strategy. Thus we are let into the mind of the master.

It is interesting as well to see what the various critics discovered in Capablanca's play. In their efforts to find the secret of his winning style, subtle ideas that you would hardly dream existed are sometimes brought to light.

Here then, are some games with references worth looking into. (Additional bibliographical information on these books is given at the end of this Afterword.)

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GAME NO. 31, CAPABLANCA—MARSHALL, 1918. *Die Hypermoderne Schachpartie; Capablanca's Hundred Best Games of Chess; Capablanca.*

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Capablanca's Hundred Best Games of Chess, by Harry Golombek. Harcourt Brace & World, Inc., New York, 1947. [Games Nos. 2, 5, 11, 14, 16, 18, 19, 24, 31.]

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July, 1965
New York, N.Y.

IRVING CHERNEV

INDEX TO GAMES

	PLAYERS	DATE	OPENING	PAGE
1.	J. Corzo—J. R. Capablanca	Hampe Allgaier Thorold ...	7
2.	J. R. C.—J. Corzo	Queen's Pawn Opening ...	9
3.	Rob. Raubitscheck—J. R. C. ...	1906	King's Gambit ...	15
4.	J. R. C.—Rob. Raubitscheck ...	"	Ruy Lopez ...	17
5.	A. W. Fox—J. R. C. ...	"	" " ...	19
6.	J. R. C.—Davidson and Ferguson	1907	" " ...	22
7.	F. J. Marshall—J. R. C. ...	1909	Queen's Gambit Declined ...	28
8.	J. R. C.—F. J. Marshall ...	"	Ruy Lopez ...	33
9.	F. J. Marshall—J. R. C. ...	"	Queen's Gambit Declined ...	37
10.	" " "	"	" " "	41
11.	J. R. C.—Dr. O. S. Bernstein ...	1911	Ruy Lopez ...	49
12.	" —D. Janowski ...	"	Queen's Pawn Opening ...	54
13.	" —Rolando Illa ...	"	" " "	65
14.	" —L. Molina ...	"	Queen's Gambit Declined ...	68
15.	H. Kline—J. R. C ...	1913	Irregular ...	73
16.	J. Corzo— " ...	"	" " "	77
17.	J. R. C.—O. Chajes ...	"	Ruy Lopez ...	82

INDEX TO GAMES—*continued*

	PLAYERS		DATE	OPENING	PAGE
18.	J. R. C.—Dus-Chotimirski	...	1913	Ruy Lopez ...	90
19.	" —A. Alechin	...	"	Queen's Gambit Declined ...	94
20.	Blumenfeld and Pawlow—J. R. C.	...	1914	Scotch Gambit ...	98
21.	Dr. O. S. Bernstein—J. R. C.	...	"	Queen's Gambit Declined ...	101
22.	Niemzowitch—J. R. C.	...	"	Four Knights' Game ...	105
23.	Dr. Kaufman and Fährdrich—J. R. C.	...	"	French Defence ...	112
24.	J. R. C.—Dr. O. S. Bernstein	...	"	Queen's Gambit Declined ...	120
25.	Niemzowitch—J. R. C.	...	"	Four Knights' Game ...	125
26.	J. R. C.—L. Molina and E. Ruiz	...	"	King's Gambit Declined ...	131
27.	" —O. Chajes	...	1915	Ruy Lopez ...	137
28.	" —R. T. Black	...	1916	" " ...	142
29.	" —A. Schroeder	...	"	Queen's Gambit Declined ...	149
30.	D. Janowski—J. R. C.	...	"	" " ...	153
31.	J. R. C.—F. J. Marshall	...	1918	Ruy Lopez ...	161
32.	" —D. Janowski	...	"	Queen's Gambit Declined ...	167
33.	" —B. Kostic	...	1919	Petroff Defence ...	172
34.	" —F. D. Yates	...	"	Ruy Lopez ...	178
35.	" —R. H. V. Scott	...	"	Queen's Gambit Declined ...	182